

COMPLETE THE WIND WAKER PLUS POKÉMON TOUR 2003 INFO INSIDE



Nintendo®

OFFICIAL MAGAZINE

THE UK'S BEST SELLING NINTENDO MAGAZINE

ISSUE 130
JULY 2003

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THE
50 NEW GAMES
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E3
REPORT
SPECIAL



**WE SPEAK TO
MIYAMOTO!**

Mario's creator tells all

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Hollywood flop? The honest verdict...



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Meet the team

MEET THE PEOPLE WHO MAKE *NOM* SO DAMN AMAZING EVERY SINGLE MONTH OF THE YEAR...



How many of you have ever dreamed about being a games reviewer? Most of you I'm sure, at one time or another. Do you want to make your dream a reality? Then p25 is the one you want to turn to right now, because *NOM* is changing in a couple of issues and we want you to play a big part as reader reviewers. You'll be playing the biggest titles of the year on GameCube and GBA, and you'll get to tell the whole country what you think of them.

We want you to report on the gameplay, what you would improve about them, how multiplayer stacks up, everything. You'll even get your mug in *NOM*, just like the ugly sods below. So what are you waiting for? Remember p25 is where it's at...

Elsewhere this issue we'll show you how to complete *The Legend of Zelda: The Wind Waker* (ignore p96-105 if you don't want to know), plus we bring you first-hand reports on the 50 Nintendo games you must see. We played them all at E3 in LA, the world's biggest video games convention.

We also sink our teeth into *Enter the Matrix*, the game that's got everyone talking, so find out what we think on p70. There's also another great First Person Shooter for GameCube in *Dead to Rights*, so good in fact that it had Dom stalking about the office and calling everyone 'bitch' for at least a week.

Anyway, enjoy the mag and just remember, if you want to join us, it's p25...

Tim Street

Tim Street, Editor



DEAN SCOTT,
DEPUTY EDITOR



The coolest thing I've seen in games this month is...

■ *Metroid Prime*. I finally got the time to sit and play it properly. Want to know a secret? That game rules. You see graphics like that and wonder why developers insist on serving up lame PS2 ports most of the time.

KINGSLEY SINGLETON,
PRODUCTION EDITOR



The coolest thing I've seen in games this month is...

■ For me, it's got to be *Star Wars Rogue Squadron III: Rebel Strike* - playing out a two-player, TIE fighter-shooting escape from the Death Star will settle a few age-old family disputes about Luke and Han.

DOMINIC WINT,
STAFF WRITER



The coolest thing I've seen in games this month is...

■ Getting to grips with *F-Zero GX* was like a slap round the chops with a wet fish. It's so fast and slick I think it could set the standard in futuristic racers. Best game of E3 for me and something else to wait impatiently for.

MICHAEL JACKSON,
STAFF WRITER



The coolest thing I've seen in games this month is...

■ Seeing the characters in *Mario Kart DD* glare angrily at a passing racer is cool. But it has got nothing on the faces I pull going up the A14 in the morning when I'm passed by a rattling rust-bucket Fiesta.

MARK SOMMER,
ART EDITOR



The coolest thing I've seen in games this month is...

■ I hit the summit of the *NOM* Winning Eleven 6 league and laughed down at Tim, Kingsley and Dom. And it was all achieved playing a brand of flowing football not seen since the Everton teams of the '80s.

DAN PAYNE,
DEPUTY ART EDITOR



The coolest thing I've seen in games this month is...

■ The lap-dancing club in *Dead to Rights* on GameCube is a feature that every game should have. Now they just need to lose the pointless running and shooting bits and replace them with even more naked ladies.

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HEY IT'S-A-ME! THE HOLIDAY TO LA IS OVER, BOYS. GET-A BACK BEHIND THOSE DESKS...

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Dom, Dean and Tim skiving off at E3 in LA? Read on...



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Enter the Matrix... any good? Um... we'd rather not say

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Some Japanese bloke talks to us about games



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We take you all the way to the end of The Wind Waker



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More Mario Kart! Get all misty eyed over MK64



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July 2003

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Letters

The usual bursting mailbag – this time including your reaction to *NOM's 100 Best Games*.

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High Scores

Find out who has rocked the *NOM* High Scores and Challenges tables this month.

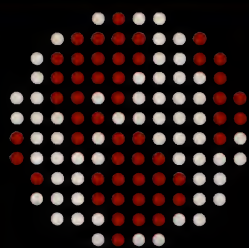
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Q&A UK

We tackle your problems... well, not all of them – just the ones about games and stuff.

[illegible]

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Nintendo

PLANET NINTENDO

ALL THE LATEST AND BEST NINTENDO NEWS

Shigsy does his best Mike Myers impression



SHIGERU MIYAMOTO

Director, Development Division, Nintendo

Q: We've got to ask – how is the next Mario game coming along?

A: We're showing connectivity titles and that's where I'm spending most of my time. Rest assured we'll be putting a lot of emphasis on Mario in the next year.

Q: Games like the new Pac-Man and Four Swords? Pac-Man doesn't strike us as something that could be released at full price...

A: We're currently discussing how we might offer these games. Back in the cartridge days it was difficult to do what we wanted, but now we have the freedom with discs. If Namco was doing a *Pac-Man* compilation then we might give it to them to include in that.

Q: You just announced the game Stage Debut. Can you tell us a bit about that?

A: It's easiest to compare *Stage Debut* to *Animal Crossing*. It's for people who don't like the difficulties of games, don't like to have to sit with a game and have to finish it. There are games out there that are no fun on their own, but when you network them they become fun. I'm waiting for the right time to release *Stage Debut*.

Q: Where did the idea come from?

A: We've been working on this system since the 64DD [a disk drive system for the Nintendo 64 that was never released outside Japan]. To create your own game is fun and people want to have fun.

GAMING LEGENDS TALK TO NOM

RISING SONS

SHIGERU MIYAMOTO AND HIDEO KOJIMA TALK NINTENDO. YOU NEED TO HEAR WHAT THEY HAVE TO SAY. IT'S ALL RIGHT HERE...

It's not every day you get to sit down with the two most important video game designers of modern times. Shigeru Miyamoto you know all about, but Hideo Kojima's work on PlayStation is

similarly legendary. Such a summit may never be repeated, so we made sure we were on the scene. For the lowdown on Mario's future, the new *Pac-Man* game and *Metal Gear Solid*, read on.

HIDEO KOJIMA

Vice President, Konami Computer Entertainment Japan West

Q: What can you tell us about your plans for the GameCube *Metal Gear Solid* game?

A: I've come up with a plan for this game that's really fun. *Metal Gear Solid* came out five years ago. People loved the characters and the settings. With *Metal Gear Solid 2* people loved the action, gameplay and the smart AI. What I want to do for *Metal Gear* on GameCube is combine the best technology with the best gameplay. This is no simple remake; we're taking the best from both games.

Q: Were you nervous about handing development of your signature franchise across to another developer?

A: I went to Mr Miyamoto for advice. I was nervous. We had no experience of developing

for GameCube so we went to Mr Miyamoto and he recommended Silicon Knights.

Dennis and his team came to Japan to discuss the game with us, I wanted to know if we shared the same soul. I have no worries right now about the way the game is developing.

Q: What have you done to test the unique sunlight sensor functionality of your other Nintendo project, Boktai?

A: Our office is in Tokyo and we were going outside a lot to test the game. We've taken it all over Japan to test it in different situations. We were trying to keep the development secret, but our team were being spotted all over the place playing the game.





Q: We're really enjoying playing through the new *Pokémon* games, but we noticed a few of the more famous beasts weren't in there. What's going on? Which creatures went missing from *Ruby* and *Sapphire* and will they be back in future titles?

A: Unfortunately I can't give any details at this time, but don't worry.

Q: You must be thrilled to be working with Mr Kojima on the new *Metal Gear* project. It looks fantastic so far. Why did you decide to do it?

A: We've been talking about connectivity. I've always thought it would be great to have connectivity with a game like *Metal Gear Solid*. There are things we can do with connectivity that we haven't even mentioned yet.

THE KNIGHT'S TALE

Dennis Dyack of Silicon Knights shares a few words of wisdom on the *Metal Gear* project

Q: Your own game, *Eternal Darkness*, turned out brilliantly, but you must be thrilled to be trusted with a *Metal Gear* game. How are you finding working with your Japanese contemporaries?

A: We're in constant collaboration. We travel to Japan often. Some people from Konami are with members of the Silicon

Knights team all of the time and we're constantly throwing around ideas. The original game was a classic and we're building on that.

Q: Is there a big difference in American and Japanese games philosophy?

A: We're working towards merging Eastern and Western video games, building towards the future.



STAGE DEBUT • GAMECUBE • OUT TBC



☐ That's how we remember school: all cartoon people and old Japanese men



☐ It's not right is it? It's scaring us

☐ That blue Pikmin looks scared too

THE STAGE IS SET

MIYAMOTO LOVES IT SO MUCH HE EVEN LET BILL GATES PLAY. BUT WHAT IS THIS STRANGE PEOPLE-SIMULATOR ABOUT?

Is it an RPG? No. Is it an adventure game? No. It's definitely not an FPS or a beat-'em-up. In fact, Nintendo's *Stage Debut* defies categorisation, it must be a *Stage Debut*-em-up.

Using a GBA camera attachment, players are able to map their faces onto a little game character. By answering a set of questions, like a small personality test, the game decides what your character should look like. You can then leave your little creation to do its thing, or jump in and make the little guys dance.

You can also scan in certain e-Reader Cards with your favourite *Animal Crossing* characters. For the purposes of the E3 demo, Mr Miyamoto had ready-made cards featuring Hideo Kojima, ex-Nintendo President, Hiroshi Yamauchi, current Nintendo President, Satoru Iwata, and a certain head of the Microsoft Corporation, complete with insect-style wings.

That's it. There's no plot, there's no aim, there's no point really other than it demonstrates the way that Miyamoto's mind works and it shows the way in which video games may develop in future.



☐ Are we dreaming? Does this exist?

☐ Now it's dancing time. Stop crying

RETURN OF THE PAC

MIYAMOTO'S E3 SHOCKER RESURRECTS A GAMING CLASSIC IN LINK-UP MODE.

"I want to surprise you this year like I did with *The Wind Waker* last year", announced Miyamoto-san to a packed pre-E3 news conference. What form would this grand unveiling take? That would be *Pac-Man*. We'd be lying if we said we weren't rabidly anticipating a brand-new *Mario* game. But no, it was Pac-Man who would be ramming home the message of GameCube-GBA connectivity.

It works like this: you hook a GBA and three pads up to the GameCube. Player one kicks off as the little yellow superstar and sees the classic *Pac-Man* game screen on their GBA. Players two, three and four play as the ghosts, trying to hunt and kill the Pac-dude.

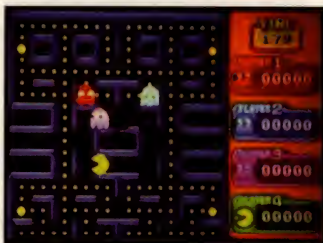
Obviously, seen on a full screen, this would be an easy tactical kill. But the revolutionary twist here is that

the ghosts see only the small area of the map that they're in and it's shown in 3D on the main TV. Here, Pac Man leaves a thin trail where he's already been. In the claustrophobic view, you catch the odd glimpse of Pac-Man or his trail and the chase is on. If you make the kill, you're Pac-Man in the next round. Simple.

It's a unique twist on some classic gameplay and couldn't be done on any other machine. Nintendo hasn't yet announced

how or when the game will be released, but we're imagining a little common sense will prevail as this isn't the sort of thing you'd expect to pay full price for.

The little yellow dude is back with all sorts of new tricks up his sleeve



☐ This is the Pac-player's screen...



☐ ... and here's the GameCube display



☐ The original - gaming perfection



☐ All of your favourite Nintendo characters will be coming back...



☐ ... including the new Camp Bowser - 'ohh, get out of it, Mario!'

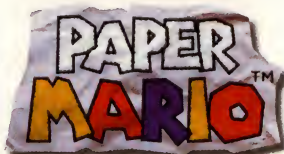
MAKING PAPER

NINTENDO CUTS OUT AN RPG SEQUEL.

☐ Remember *Paper Mario* on N64?

It's a bit late to play catch up now, that game fetches much cash on eBay. Basically it was a brilliant twist on the RPG theme, reinventing the *Mario* cast as cardboard cut-outs with levels that fold up like they're made of paper. You'll get your chance to see it, as it's on the slate for GameCube.

It's unclear as yet if it's a remake or an entirely new game, but we're betting on the latter. Release is set for the middle of 2004, so for now this is just an early heads up. And a cool little Mario picture to look at.



Es ARE GOOD

A NEW, IMPROVED SP-COMPATIBLE E-READER SETS ITS EYE ON EUROPE.

☐ It's taken a while, but we're finally getting it. Europe's e-Reader arrives on 7 November, a mere 14 months after the unit appeared in the US. What's the deal? Well it's basically a card reader you chuck into your Game Boy Advance. Classic Nintendo titles like *Donkey Kong* are supplied on e-Cards, which you swipe through the e-Reader to load the game.

The big upside? Cards are cheap, meaning you can replay old NES titles for as little as £5 a time. Classics confirmed for rerelease so far include *Mario Bros.*, *Excitebike*, *Tennis*, *Soccer*, *Urban Champion*, *Ice Hockey*, *Ice Climber*, *F-1*, *Volley Ball*, *Golf* and *Pinball*. The forthcoming *Mario Advance 4: Super Mario Bros. 3* will also utilise a series of e-Cards, which unlock new levels and abilities. A series of *Pokémon* cards is also planned for the near future.

And SP owners don't need to panic, either. The e-Reader still slots into the new-shape GBA, but you lose through-port functionality. In English? You can't hook up to *Animal Crossing* on GameCube, but that's only out in America anyway.



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HULK

UNLEASH THE FURY!

Following the events of the blockbuster Universal Pictures film, troubled scientist Dr. Bruce Banner and his alter ego, The Hulk, battle The Leader, a terrifying villain intent on unleashing a relentless army of gamma creatures.

The Incredible Hulk also available on Game Boy Advance™



25 fully destructible and interactive environments — if you can see it, you can smash it.



Battle notorious classic villains and massive new foes. Fight up to 10 enemies at once.



45 devastating attacks to dispose of your enemies.



Outsmart your enemies as Dr. Bruce Banner using stealth and disguise.

PLAY THE GAME - SEE THE MOVIE



PlayStation 2

PC CD



GAME BOY ADVANCE

COMING UP

Soon, you will be able to buy these games. Soon, so soon.

June

GAMECUBE

- Wario World 20/06
- Big Mutha Truckers 27/06
- Black & Bruised 27/06
- F1 Career Challenge 27/06
- Hitman 2 27/06
- Sonic DX Director's Cut 27/06
- V-Rally 3 27/06

GAME BOY ADVANCE

- Iridion 3D 2 20/06
- Stuntman 20/06
- Dragonball Z 27/06
- Ham-Ham Heartbreak 27/06

July

GAMECUBE

- Speed Kings 04/07
- SX Superstar 04/07
- Top Angler 11/07
- Dead to Rights 16/07
- Charlie's Angels 18/07

GAME BOY ADVANCE

- Spy Kids 3-D 15/07
- Pokémon Ruby & Sapphire 25/07
- Sega Arcade Gallery 25/07

August

GAMECUBE

- Galidor 22/08
- XGRA 22/08
- Futurama 29/08
- PN.0.3 29/08

GAME BOY ADVANCE

- Barbarian 08/08



INTERVIEW WITH YUJI NAKA

YUJI NAKA SPEAKS!

SEGA GENIUS TALKS GAMECUBE, EXCLUSIVELY WITH NOM.

Q: How long ago did you have the idea for *Billy Hatcher and the Giant Egg*? It's a bit of an odd one, even compared to Sonic.

A: In the beginning I wanted to make a game that was a four-player fighting game and at the time I was thinking about using a ball to fight each other. If you use the egg you can really use your imagination to make the thing more fun.

Q: Do you see Billy Hatcher as being as big as Sonic?

A: Whenever I make a game I don't really think about the future, I'm just doing my best at making it. I'll decide to make a new one if the game does well. I never think about a series when I am creating a game.



Q: Subtle product placement from the man Naka: 'I hear this game is tremendous. You should get it.'

Q: Why is Billy Hatcher dressed up in a chicken suit? They have laws against that sort of thing in England...

A: In the context of the story with the egg, we built up the environment of the rooster's world and the world is called Morning Land. Billy Hatcher came to the Land of the Rooster and tried to destroy the morning. He needs to do something in order to control the egg, so in the beginning he needs to wear the rooster suit. That's pretty much it.

Q: Games like Billy Hatcher are quite cartoony, have you ever thought about making a more adult-orientated game for the GameCube?

A: If you see *Phantasy Star Online III: C.A.R.D. Battle*, it's a little bit more targeted towards adults. We have a team of about 100 people all playing *Sonic*, *Billy Hatcher* and *PSO III*, so at the moment we are up to the chin with work.

Q: *Phantasy Star Online* was the first network game for GameCube. What is your view of online games?

A: I think that online games are really great. I personally think that GameCube should have more online games and I want to encourage creators to make more online games. Nintendo themselves should create many more online games.

NEW GBA SP VARIANT • HARDWARE • 24 OCTOBER

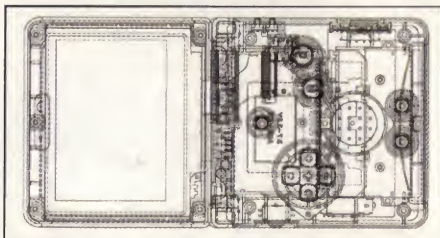
IS WHITE THE NEW BLACK?

A FOURTH SP COLOUR IS ON THE WAY. PROBABLY NOT BROWN OR PEUCE...

Maybe you're not a silver kind of person. Black? That's for satanists. Blue? We'd have to suffocate you first. So what are you going to do? You want a GBA SP, but Nintendo's spray paint department just makes you wish you were dead. Put the pills down, there's a new colour of GBA SP coming on 24 October.

Nintendo showed a whole spectrum of new SP colours at E3 and the new model is the first of them. What colour is it going to be? That hasn't been announced yet. A glass case at E3 housed dayglo pink SPs, purple ones, patterned ones and clear ones, but we're guessing Nintendo will go with something a but more sedate for our cultured European eyes. *Final Fantasy Tactics Advance* is out the same day and in Japan Nintendo put out a pearly white SP to celebrate that game. That's where the smart money is. Providing you can find a bookie somewhere willing to take the bet.

Ooh, shiny white GBA



Q: Colour this in. Have a guess yourself. Interact!

Crest

See and feel the difference.

Make brush time play time.

The Crest Spinbrush is half toothbrush, half fun brush.
You're happy. Your Mum's happy. Everyone's happy.
So get her to get you one.
How can she say 'no' to a toothbrush?



R: RACING EVOLUTION • GAMECUBE • OUT LATE 2003

RIDGE RACER RETURNS

THE *RIDGE RACER* SERIES ISN'T DEAD – NOT BY A LONG WAY – AND WE HAVE THE SHOTS AND INFO TO PROVE IT.

Who needs dorky simulation racing games when you've got blazing arcade racers like *Burnout*? Well get ready for more motor madness as Namco announce *R: Racing Evolution*.



☐ Yeah, yeah, the reflections on this spectacular motor look great and we're all really excited...

The game will contain licensed cars, so there'll be plenty of sweet-looking tyre-burners. Namco has also confirmed there'll be eleven courses, with a mixture of real and fictional tracks. No word as yet on what these'll be, but we'll sell our grannies if they manage to get Brands Hatch in there.

R: Racing Evolution will also feature rally and drag racing, which will be split into four game modes: Racing Life mode, Arcade mode, Time Attack mode and Versus mode. Most interesting of those is Racing Life, which will include a bit of girl-on-girl rivalry between two racers desperate to come first.

We're expecting visuals that fart all over *Gran Turismo 3*, featuring some cool reflections and the usual sexy *Ridge Racer* ladies. We'll be keeping an eye on this.



☐ ... but this is what it's all about – tasty ridge-racing ladies to brighten up your TV. We like it a lot...

WORMS 3D • GAMECUBE • OUT LATE 2003

IT'S WORMS... IN 3D!

THE WIGGLING WORMS OF WAR BATTLE ON GAMECUBE. MUD NOT INCLUDED...

☐ The concept of little worms with bad-ass attitudes fighting a battle with grenades and rocket launchers is one of the greatest gaming ideas ever conceived. And now the hostile invertebrates are bringing their war faces to GameCube, this time in – count them – three dimensions.



☐ A whole new dimension of pain

As if you hadn't guessed by its title, *Worms 3D* brings all the explosive action of the 2D games into the world of polygons and texture maps. Expect all the same weapons like the Bazooka and Sheep, as well as some new ones, and the random-landscape generator in there, too. 3D isn't always better, but this could be cool.



☐ Candyfloss and napalm. Very cool

G-FORCE 2 • FM RADIO • INTEC STEREO SPEAKERS

PERIPHERALS

G-FORCE 2 WIRELESS CONTROLLER

● Intec, £39.99, 01189 521525

It's not as comfortable as the WaveBird controller, but this has force-feedback, which the WaveBird lacks. It also includes a turbo switch and program features. Not a bad pad, but would you pay £40 for it? Umm...



GAME FM RADIO

● Intec, £7.99, 01189 521525

This is basically a little FM radio that takes its power from the link port on the GBA SP. But it only has an auto-scan button, two volume settings and the sound quality is painfully tinny. Help! My ears!



INTEC STEREO SPEAKERS

● Intec, £7.99, 01189 521525

Plug this into your GBA SP to make it a bit louder. But there's no extra bass or enhanced clarity, it just sounds like the SP, but louder. And we had to break the damn thing to disconnect it.



CELEBRITY DEATHMATCH • GAMECUBE • OUT LATE 2003

SEEING STARS

THE FAMOUS FIGHT TO THE DEATH AS MTV'S SHOW COMES TO GAMECUBE.

☐ How much would you like to see Ron Jeremy and a chicken beat a ton of crap out of Marilyn Manson. Look at the darn screenshot. See it happen and smile!

Celebrity Deathmatch will bring some of the most famous celebrities to GameCube for some brutal rucking. What's cool is, you'll actually be able to bruise, cut, gouge or even tear the celebrities apart. The game will also feature a Create-A-Celebrity option which'll allow you to make your own fighter, although we'd much rather see Justin Timberlake and Mr. T having a slap-match.



☐ Ron and Marilyn – different approaches to birds, but both illegal in most places

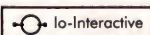
THE ART OF AN ASSASSIN



THE SPEARED LEG

Blood type "A" on wooden floor.
Specialist equipment: Crossbow
Produced in China 2002.

Donated by: Masahiro Haiamoto



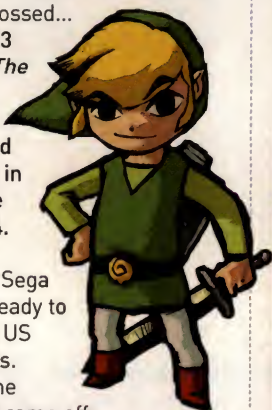
STATE NEWS

■ The much-rumoured *Pilot Wings* for GameCube didn't make the show at E3, but it's believed the Factor 5-developed sim will get a public airing at Tokyo's Spaceworld event in August. We can only keep our fingers crossed...

■ Speaking at an E3 news conference, *The Wind Waker's* director, Eiji

Aonuma, mentioned that the next game in his series would be playable at E3 2004.

■ After two other mergers fell apart, Sega is apparently now ready to climb into bed with US giant Electronic Arts. That'd be quite some product line-up if it came off.

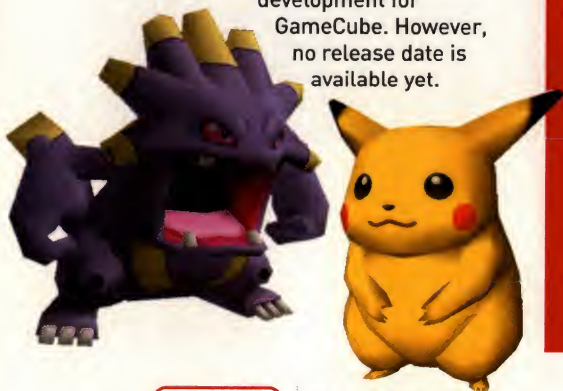


JAPAN NEWS

■ Nintendo president, Satoru Iwata, has pledged to invest some seriously big bucks in an effort to ensure that the next generations of GameCube and Game Boy hardware are 'the greatest gaming machines ever'. Nice one.

■ Nintendo has announced that it has shipped a grand total of 9.55 million GameCube machines worldwide. This puts the GameCube in second place globally, behind the PS2, but ahead of Microsoft's Xbox.

■ Tsunekazu Ishihara, president of Pokémon makers, Creatures Inc, has revealed that a Pokémon RPG is under development for GameCube. However, no release date is available yet.



I-NINJA ● GAMECUBE ● OUT WINTER

NINJA STAR

INTRODUCING NAMCO'S NEW PLATFORM HERO, NINJA.

When we left school, we wanted to be ninjas. In fact, we still do. This whole games journalism thing is basically just a stop-gap. This is why any new ninja video game excites us so much, and this one comes courtesy of the prestigious Japanese game-dojo that is Namco.

I-Ninja may look like a Fisher Price My First Ninja Game, but there's a lot of dark flair behind the cute looks. Ninja can rail-slide like Tony Hawk, sprint along walls, chuck shuriken, fire off deadly blow-darts and hack enemies right down the middle

with a diamond-edged katana blade.

It's hilarious to watch the enemies die in theatrical fashion and games need this kind of character to compete with big-name adventures on GameCube starring plumbers and elves. Another strength is the slew of mini-games, including *Monkey Ball*-style rolling sections and mech combat – controlling a giant robot from inside with a series of levers.

I-Ninja doesn't arrive here until Christmas time, so we'll have a more in-depth play before then. Keep it here, ninjas.



□ Cool-looking bad guys mean this isn't too cutesy



□ You can pull off awesome moves, like Tony Hawk



□ *I-Ninja* has bags of character... and huge eyebrows



□ Roll out the barrel – a bit like *Super Monkey Ball*

ENTER THE MATRIX ● GAMECUBE ● FALSE ADVERTISING SHOCKER!

DON'T BELIEVE THE HYPE

DID WE REALLY SAY THAT? ERR... NO, NOT AT ALL.

On the back cover of last issue (*NOM* 129) an advert for *Enter the Matrix* carried the quote 'So impressive it's bordering on the obscene' attributed to, well, us. Just to make it clear, we never ever said that.

As you can see from our review on p70, we didn't think *Enter the Matrix* was very impressive at all.

So how could this happen? A glitch in the Matrix? Don't talk stupid, that's just a film. No, Atari mis-attributed the quote by

'accident' and it'll 'never happen again'. They're 'sorry'. But we hope none of our readers were misled by this

advertisement. If you want to know *NOM's* definitive verdict on a new game, read our review, not the

quotes on the advert. They have

a vested interest in only emphasising the positives, but we'll give you the whole truth. In this case, the truth is *Enter the Matrix* ain't all that.



THE ARTIST

HITMAN 2 - SILENT ASSASSIN

Enter the mind of a genetically-engineered assassin-for-hire, whose deadly efficiency is now needed more than ever. Lured back into a global ring of deception by a twisted Russian crime boss, he must kill not only to make a living, but to continue living. This time it's not just business...**it's personal.**

www.hitman2.com



COMING SOON
FOR GAMECUBE



EIDOS
INTERACTIVE

NEW POKÉMON TOUR

POKÉMON LIVE 2003

THE PEOPLE AT NINTENDO AND VIMTO HAVE TEAMED UP TO BRING *POKÉMON RUBY* AND *SAPPHIRE* TO THE STREETS OF BRITAIN. MAKE SURE YOU DON'T MISS OUT ON THIS EVENT...

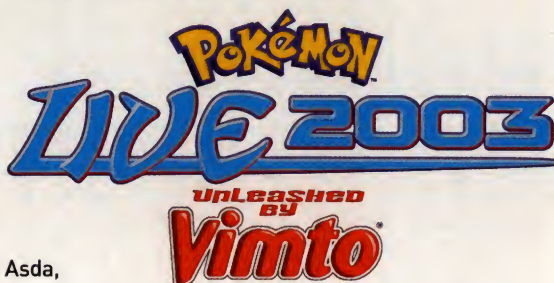
Remember *NOM*'s insane *Pokémon* tour of 2001? Well, with the brand-new games *Pokémon Ruby* and *Sapphire* being released in shops around the UK on 25 July, we are doing it again!

Throughout July, August and September, the *Pokémon Live 2003* roadshow rig will be on tour, visiting Asda, Tesco and Toys R Us stores across the

entire country, carrying a giant Vimto can.

Turn up at a tour venue and you'll get to step into the can and into the Zone Dome where you'll be able to have a go on *Pokémon Ruby* and *Sapphire*, see some new Pokémon and try out the new multiplayer features.

But the fun doesn't stop there as you will also be given the opportunity to win an awesome trip to New York and to



have a one-minute trolley dash around the Pokémon Centre. The trip of a lifetime for any true *Pokémon* fan, we're sure you'll agree.

In September, the *Pokémon Masters* at *Nintendo Official Magazine* will join the tour to give all you *Pokémon* trainers out there the chance to challenge some real experts. So you'd better have some strong monsters in your pokédex by then or we'll make mincemeat out of you.

Excited yet? You should be. To get more info and find out the tour dates and venues, visit the *Pokémon Live 2003* website at www.liveandunleashed.co.uk.



Look at the crowds that gathered last time. Every *Pokémon* Tour event was attended by hundreds of fans



Even the most normal-looking people turned up



'Arrrrgh... sore thumbs... too much *Pokémon*...



Nintendo
OFFICIAL MAGAZINE

NOM POLL

Last month we asked you...

'WOULD A *NOM* DEMO DISC HELP YOU DECIDE WHAT GAMES TO BUY?'



☒ YES! OF COURSE!

96% VOTES

'There should definitely be a playable demo disc! It'd help everyone make their mind up.'

Chris Ismay

☐ NO! WHY BOTHER?

4% VOTES

'Playing a Nintendo game is always a great experience. A demo disc would ruin the surprise when you get it.'

Michael Smith

This month we ask you...

'DO YOU AGREE WITH NINTENDO THAT GBA/GC CONNECTIVITY IS THE FUTURE FOR GAMES?'

IF YOUR ANSWER IS YES
SEND YOUR E-MAILS TO:
Nompoll-one@emap.com

IF YOUR ANSWER IS NO
SEND YOUR E-MAILS TO:
Nompoll-two@emap.com

Remember to include any relevant comments!

NEXT MONTH

First Place
for Games

GAME

www.game.uk.com

For your nearest
GAME store call
0870 750 2747

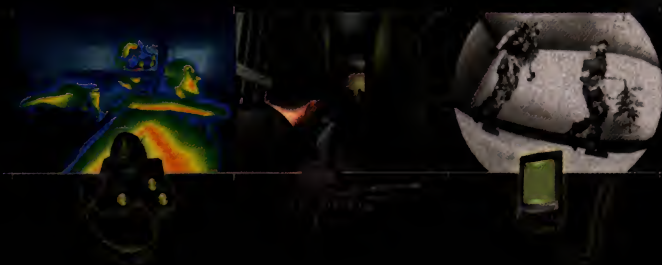
Rule N°1: Leave without a trace.
Rule N°2: If you think it's a game, it's over.

Tom Clancy's **SPLINTER CELL**™

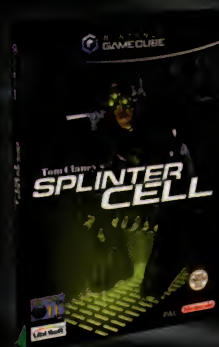
State of the art Connectivity

for NINTENDO GAMECUBE™
and GAME BOY ADVANCE™

- A brand new weapon only for NINTENDO GAMECUBE™ - the sticky bomb
- Use your GAME BOY ADVANCE™ as a new gadget for the NINTENDO GAMECUBE™ (remotely access cameras, key pads, wall mines, turrets and mini-map)
- Unlock 5 new levels on your GAME BOY ADVANCE™ version of the game



Stealth Action has never been so deadly



www.splintercell.com PlayStation 2



NINTENDO
GAMECUBE

GAME BOY ADVANCE



METAL ARMS • GAMECUBE • OUT LATE 2003

FULL METAL JACKET

IT'S NOT JUST METAL ARMS, LOOK AT HIM. HE'S GOT METAL LEGS, A METAL HEAD AND A METAL ASS, TOO.

If you were a working-class robot just getting on with life you'd probably be pretty annoyed that an evil dictator robot could just come along and try to wipe out your entire race. Iron Star is one such planet that has this problem.

After a disaster in a science lab, the machines go mental and create General Corrosive. He soon creates an army intent on pillaging Iron Star and its reserves. Enter Glitch, a half-ton upstart who decides to call time on the General's plan. This third-person adventure has over 50 levels, 18 weapons and some crazy vehicles. And it doesn't look all that bad either. We'll have more news soon.



□ Give robots a brain and watch them kill mankind

TONY HAWK'S UNDERGROUND • GAMECUBE • OUT LATE 2003

T.H.U.G. LIFE

IT'S SINK OR SWIM TIME FOR TONY HAWK.

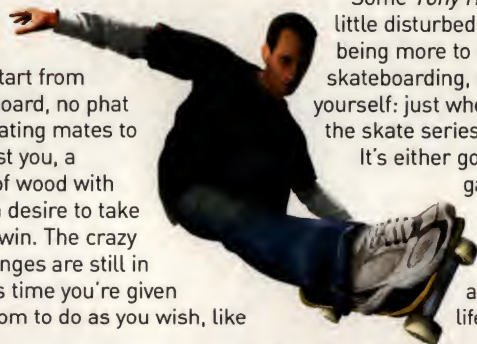
□ Unplayable at E3, much to Winty's disgust, *Tony Hawk's Underground* is still on course to continue the success of the best extreme sports franchise ever created.

This time you start from scratch: no cool board, no phat trainers, no fly skating mates to hang out with. Just you, a knackered lump of wood with four wheels and a desire to take on the world and win. The crazy *Tony Hawk* challenges are still in evidence, only this time you're given much more freedom to do as you wish, like

climb onto rooftops to find a good line, even taking a motor for a spin in the hunt for the perfect rail to grind.

Some *Tony Hawk*'s purists may feel a little disturbed at the prospect of there being more to a *Hawk* game than skateboarding, but you have to ask yourself: just where is there left to take the skate series?

It's either going to shatter some gaming boundaries or sink the series for good. We know which option our money's on and you ain't gonna be needing a life jacket this time.



£5 OFF

ANY GAME BOY ADVANCE
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For more information on Nintendo products at GAME,
point your browser at www.game.uk.com

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- (2) Voucher is redeemable at any GAME store in the UK and Eire.
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- (7) Valid against any one product priced £29.99 or over.
- (8) This voucher is redeemable against any new Game Boy Advance software and accessories only.
- (9) This voucher is valid until 10 July 2003.

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www.game.uk.com



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FIRST SIGHT

Our gaming radar's picked up these snippets of new games...

HACHIEMON

FORMAT: GBA

OUT: TBC

Bizarre platform adventure. Giant egg with enormous lips. Chances of a European release: slim to zero.



GO! GO! HYPERGRIND

FORMAT: GameCube

OUT: TBC

Crazy cel-shaded skateboarding game from the creators of Ren and Stimpy. It could be great...



TAK AND THE POWER OF JUJU

FORMAT: GameCube

OUT: TBA

Return the five Moonstones to the Temple of the Moon Juju in THQ's cutesy 3D adventure.



SMASH AUTHORITY

RED★FACTION II



RED FACTION 2 BLASTS ITS WAY ONTO GAMECUBE
WITH REVOLUTIONARY GEO-MOD™ TECHNOLOGY

www.redfaction2.com



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THE BEST AND WORST GAMES AT E3

NOM's E3 AWARDS

WE WORKED REALLY HARD AND PLAYED WELL OVER 100 GAMES ON NINTENDO CONSOLES AT E3. HERE'S A QUICK GUIDE TO THE GOOD, THE BAD AND THE UGLY.



BEST GAMECUBE GAME!
Winner: *F-Zero GX* (Nintendo)

□ Runners up: *Metal Gear Solid: The Twin Snakes* (Konami), *Mario Kart Double Dash* (Nintendo)



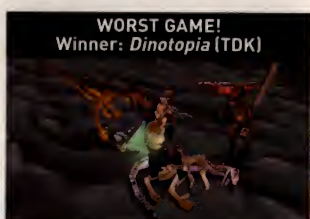
BEST GBA GAME!
Winner: *Boktai* (Konami)

□ Runners up: *Advance Wars 2* (Nintendo), *Mario and Donkey Kong* (Nintendo)



BEST INNOVATION!
Winner: *Boktai* (Konami)

□ Runners up: *Geist* (Nintendo), *Mario Kart Double Dash* (Nintendo)



WORST GAME!
Winner: *Dinotopia* (TDK)

□ Runners up: *Conan: The Dark Axe* (TDK), *Jacked* (3DO)



BIGGEST SURPRISE!
Winner: *Prince of Persia* (Ubi Soft)

□ Runners up: *Beyond Good and Evil* (Ubi Soft), *Sphinx* (THQ)



BIGGEST DISAPPOINTMENT!
Winner: *StarFox 2* (Nintendo)

□ Runners up: *Wario World* (Nintendo), *Super Mario Advance 4: Super Mario Bros. 3* (Nintendo)

DOM'S TOP FIVE

- 1 *F-Zero GX*
- 2 *Metal Gear Solid: The Twin Snakes*
- 3 *Final Fantasy: Crystal Chronicles*
- 4 *Mario and Donkey Kong*
- 5 *Geist*

DEAN'S TOP FIVE

- 1 *F-Zero GX*
- 2 *Legend of Zelda: Four Swords*
- 3 *Mario Golf*
- 4 *Medal of Honor: Rising Sun*
- 5 *Beyond Good and Evil*

TIM'S TOP FIVE

- 1 *F-Zero GX*
- 2 *Boktai*
- 3 *Mario Kart Double Dash*
- 4 *Sphinx*
- 5 *Prince of Persia*

FIRST SIGHT

Later, there will be more. For now, lone images to fire your anticipation...

MOTHER 1 & 2

FORMAT: GBA

OUT: TBC

Nintendo has confirmed that ports of the NES and Super NES games, *Mother 1* and *Mother 2* (*Earthbound* in the US) are to arrive on the GBA.



CRASH NITRO KART

FORMAT: GAMECUBE

OUT: LATE 2003

The Bandicoot returns in a cartoon racer. Crash must race to save the Earth from the evil wrath of a villain named Velo. What the...?



GAMECUBE SALES CHART

The *Wind Waker's* still riding high in the charts this month, but *Ghost* and *Niobe* are hot on Link's tail.

TITLE	PUBLISHER
1 <i>Zelda: The Wind Waker</i>	Nintendo
2 <i>Enter The Matrix</i>	Atari
3 <i>Resident Evil 2</i>	Capcom
4 <i>Resident Evil 3</i>	Capcom
5 <i>Tom Clancy's Splinter Cell</i>	Ubi Soft
6 <i>ISS 3</i>	Konami
7 <i>Def Jam Vendetta</i>	EA
8 <i>Burnout 2: Point of Impact</i>	Acclaim
9 <i>Sonic Mega Collection</i>	Sega
10 <i>007 Nightfire</i>	EA

E3 OFF

ANY GAMECUBE GAME

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- (4) Only one voucher may be used per product.
- (5) This voucher cannot be redeemed against a pre-owned purchase.
- (6) This offer may be withdrawn at any time without prior notice.
- (7) Valid against any GameCube game priced over £29.99.
- (8) This voucher is redeemable against any GameCube software and accessories only.
- (9) The voucher is valid until 10 July 2003.

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"THIS SURE AINT GONNA HELP
MY HANGOVER."

BLACK & BRUISED

WHEN LIFE BACKS YOU INTO A CORNER,
COME OUT SWINGIN'!

Mickey McFist, an overhauled bar owner, has a passion for gambling - but hates paying back his books. Join Mickey and 16 other wacky, not-so-typical heroes as their storylines interconnect from one grueling, over-the-top chapter to the next. But beware: What happens in their life affects their performance in the ring. And vice-versa.

"Only the most cold hearted of gamer will fail to be entertained"
PSM2



Dozens of facial expressions
and insults



Strategise using 18 different
power-ups



24 combos per character



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PlayStation 2



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CUBECAR ON THE ROAD

NOM ON THE ROAD

WE'VE BEEN TO
GAMES SHOPS ALL
OVER THE PLACE...

No, we don't just sit in the office and play games all the time. Sometimes we venture out into the world, like last month when we took the CubeCar out for a spin at two cracking games events.

Mike and Dom went up to a GAME store in Nottingham on the 2 May for the launch of *The Legend of Zelda: The Wind Waker*, where one lucky chap won a Platinum GameCube and a copy of *The Wind Waker*.

A week later, while Tim, Dom and Dean flew out to LA for E3, Mike and Kingsley spent the weekend in the far more glamorous town of Cleveleys, near Blackpool. There, they held a *Burnout* tournament to see who could cause the most carnage in the Crash for Cash mode on *Burnout 2* with the winner getting a free copy of the game. Find out what went on...

NOTTINGHAM, 2 MAY



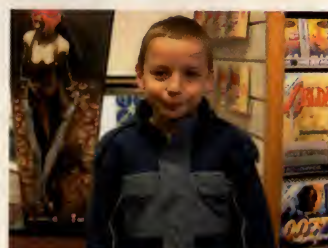
□ For most of the day, we had some hard-hitting house music pumping out of the CubeCar's powerful sound system



□ This happy chappy, Thomas Fieldsend, aged 13, and his mum drove all the way from Sheffield to be there with us. Kudos to you. He even got there before we did! Now that's dedication.



□ NOM was nearly grabbed by the fuzz for parking the CubeCar in the market area outside GAME. But we were 'avin none of it and set our bouncer on them. Mike'll be on *Crimestoppers* soon.



□ Jake Allsopp, aged six, from Bulwell, told his dad to stick his Xbox, after winning the Platinum GameCube and a limited-edition copy of *The Wind Waker*. We bet he has been playing ever since.

CLEVELEYS, 10 MAY



□ Not only did the guy on the left claim to make games like *Burnout 2* on his PC at home, he was also the worst gamer in the world. He managed to score only \$75 in Crash for Cash on *Burnout 2*. The next-lowest score was \$5,349,875, set by a four-year-old girl.



□ This was the competition runner-up, young Ryan Garside from Cleveleys, with a score of \$19,733,406. He was in the lead for most of the day, but just lost out in the last hour. But he was still well chuffed at taking part and grabbed an extra-special goodie bag.



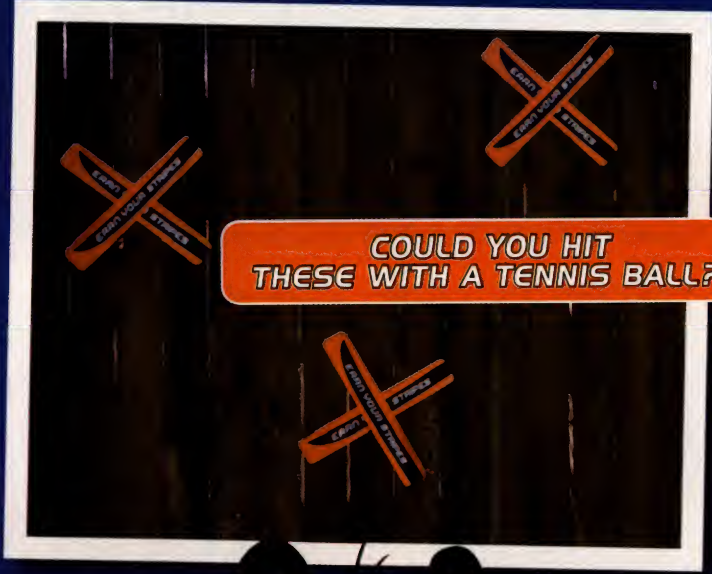
□ Here we have the winner of the competition, Phil Harris, also from Cleveleys, who scored \$23,408,970. We wouldn't want to be on the road when he gets a car. This guy made an utter wreck of the highway in *Burnout 2*, winning him a copy of the game. Nice one.



HOW HIGH
CAN YOU JUMP?



HOW QUICKLY
COULD YOU TOUCH THESE?



COULD YOU HIT
THESE WITH A TENNIS BALL?



SHOW HOW FAR
YOU CAN JUMP



COULD YOU HIT THIS?



Think you're up for these challenges?
Good, get out there and prove it.
Leap higher, jump further, run faster.

Kellogg's
FROSTIES
EARN YOUR STRIPES

THE 100 GREATEST NINTENDO GAMES EVER!

THE 100 GREATEST NINTENDO GAMES EVER... AS VOTED BY YOU!

MARIO 64? GOLDENEYE 007? TETRIS MAYBE? WHAT'S YOUR FAVOURITE NINTENDO GAME OF ALL TIME?

Shigsy's brain must be a great place – all those game ideas rattling around and Olimar and Mario strutting their stuff to the sounds of the DK Rap. We'd like to go there for our Summer holidays, but we might not ever come back.

But what if Shigsy never joined Nintendo? No Mario, no Link, no DK – the world would have been very different. And this feature would never exist. But it does, and whether you want to vote for any of Shigsy's games or someone else's entirely, now is your chance to do it as we set out to find the 100 greatest Nintendo games ever, as voted by you, the readers of *Nintendo Official Magazine*.

Whether it's a footy game, a platformer, a beat-'em-up or a puzzler, we want to know the one game you love, and why you love it more than anything else.

There are thousands to go for, from the days of Game & Watch right up to the games you've been playing on your sexy new GBA SP. You can enter by post, email, phone or text. There's even the chance for one lucky entrant to win a year's supply of games from some of the world's biggest publishers.

ALL
VOTES
MUST BE
IN BY 11
JULY

WIN A YEAR'S WORTH OF GAMES FROM THIS LOT!

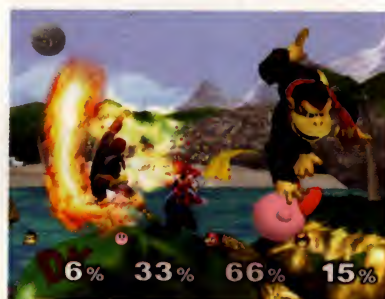


That's right, we've teamed up with some of the world's biggest games publishers to give one lucky reader the chance to win all their GameCube and GBA games for a whole year, absolutely free.

If you're the name that's pulled out of *NOM*'s big competition hat you'll bag yourself titles from the likes of Nintendo, Acclaim, Activision, Eidos and Ubi Soft for an incredible 12 months. Just imagine being the first gamer around with a copy of *Mario Kart*, *XGRA*, *True Crime*, *The Italian Job* and *Prince of Persia*.

So what are you waiting for? Grab a pen and paper, and tell us your

favourite Nintendo game of all time – it's the only way you'll be in with a shout of walking away with this massive stash of prizes.



☐ Could *SSBM* be your Nintendo favourite?

NOM'S FAVOURITES

Dom, Age: 24

Favourite game: *GoldenEye 007*

Why: Even when you think you've done everything, there's still something to do. And the multiplayer is still better than *TimeSplitters 2*.



☐ *GoldenEye 007* is still seen by many as the best FPS ever

Tim, Age: 26

Favourite game: *Super Mario Kart*

Why: A dumped Green Shell is the don of weapons and I'm still trying to crack my mate's Rainbow Road record seven years later.

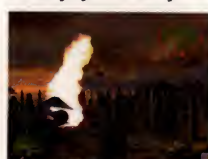


☐ *Mario Kart* is one of the greatest racing games of all time

Kingsley, Age: 28

Favourite game: *Rogue Squadron II*

Why: GameCube is the first Nintendo console I've ever owned and this is the reason – unlocking everything is a real joy for any *Star Wars* nut.



☐ *Rogue Leader* – big, beautiful and only on GameCube. Eat that, PS2

HOW TO ENTER

Write

Fill out the entry form we've included for you, then either cut it out, or if you don't want to ruin your issue of *NOM*, send us a photocopy instead. The address is on the bottom of the form. Mail it off to us and you could be well on the way to winning a year's worth of software.

Ring

1. Pick up the 'dog and bone' and dial 01733 465654
2. Put on a posh voice 'cos you'll be through to Mike J at *NOM*
3. Tell him your favourite game and why you like it, your name, age and home address. Job done!

Text

1. If you don't want to speak to Mike J, and let's be

honest, he can be a bit scary, send us a text. The cost is £1.
2. Just start your text with FAV, then follow it with the game name, why you love it, your name and age. Texts must be no more than 160 letters (including spaces)
3. Text it to 83149
Example: FAV Super Mario Kart A dumped Green Shell is the don of weapons and I'm still trying to crack my mate's Rainbow Road record seven years later Tim Street 26

Email

1. First tell us the name of the game that you want to nominate as the best Nintendo title ever and then tell us why you like it so darn much. Remember to add your name, age and home address, or we won't be able to send you your games if you win.
2. Next, send the email to michael.jackson@emap.com and we'll do the rest.

Name Why

Age

Address

Favourite Game

Please send your entry to:
The 100 Greatest Nintendo Games Ever, Nintendo Official Magazine, Emap Active, Bushfield House, Orton Centre, Peterborough, PE2 5UW



FAVOURITE POKÉMON SURVEY

VOTE NOW FOR YOUR FAVOURITE POKÉMON

RUBY AND SAPPHIRE ARE JUST AROUND THE CORNER, SO WE THOUGHT WE'D GET YOU TO VOTE FOR YOUR FAVOURITE MONSTER.

ALL VOTES MUST BE IN BY 27 JUNE



From Pikachu to Squirtle, Lugia to Mewtwo, the biggest-ever video games franchise has spawned some much-loved characters since it was first launched in the UK in 1999. Remember trying to get Mew all those years ago?

With the launch of *Ruby* and *Sapphire* on 25 July, and the return of Nintendo's *Pokémon* Tour (see p16) we thought it was time for you, the *NOM* nation, to decide the UK's number-one Pokémon.

To enter, just fill out the form, give Mike a ring on the number below or send us an email. We'll calculate all your votes and have the winner in a future issue of *NOM*.



HOW TO ENTER

Write

Fill out the entry form below, then either cut it out, or, if you don't want to ruin your issue of *NOM*, send us a photocopy instead. The address is written on the form below.

Ring

1. Pick up the phone and dial 01733 465654 to speak to Mike J at *NOM*.

2. Tell him your favourite Pokémon and why, your name,

Name Favourite Pokémon

Age Why

Address

Please send your entry to:
My Favourite Pokémon, Nintendo Official Magazine, Emap Active, Bushfield House, Orton Centre, Peterborough, PE2 5UW

age and home address. It's as simple as that!

Email

1. Tell us the name of the Pokémon that you think is

the best and tell us why you like it so much, then add your name, age and home address.

2. Send it to *NOM*, courtesy of michael.jackson@emap.com and we'll do the rest.

BE A READER REVIEWER FOR *NOM*!

NOM NEEDS YOU!

LOVE READING *NOM*? GOT MATES WHO DO, TOO? STEP THIS WAY PEOPLE.

In a few issues time, *NOM* is radically changing and we want you, our readers, to take a bigger role than ever before in making the mag.

We are going to be scouring the country over the next few weeks to find some *NOM* readers who want to become Reader Reviewers on some of the hottest games to come out this year.

So, if the idea of seeing your work in the UK's biggest and best-selling Nintendo magazine gets you drooling, just follow the rules below and send your reply on email to dominic.wint@emap.com. Alternatively, write to us at the usual address, marking your envelope 'I Want To Be A *NOM* Reader Reviewer'. Job done.



□ Dan doesn't actually review games, but come along to *NOM* and hear him swear

□ Dom wants you to do his job for him. If you fancy working all day while he loafs, get in touch with us



The rules

- To be eligible to enter you'll first need to write your name, age, home address and telephone number on a piece of paper.
- Then, in about 50 words or so, add why you'd like to be a Reader Reviewer on *Nintendo Official Magazine*.

- Lastly, send your entry to *I Want To Be A *NOM* Reader Reviewer*, Nintendo Official Magazine, Emap Active, Bushfield House, Orton Centre, Peterborough, Cambs, PE2 5UW

GT ADVANCE

PRO CONCEPT RACING



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- **46 COURSES**
- **HEAD-TO-HEAD RACING WITH A FRIEND**
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"GT ADVANCE JUST KEEPS GETTING BETTER."

—IGN



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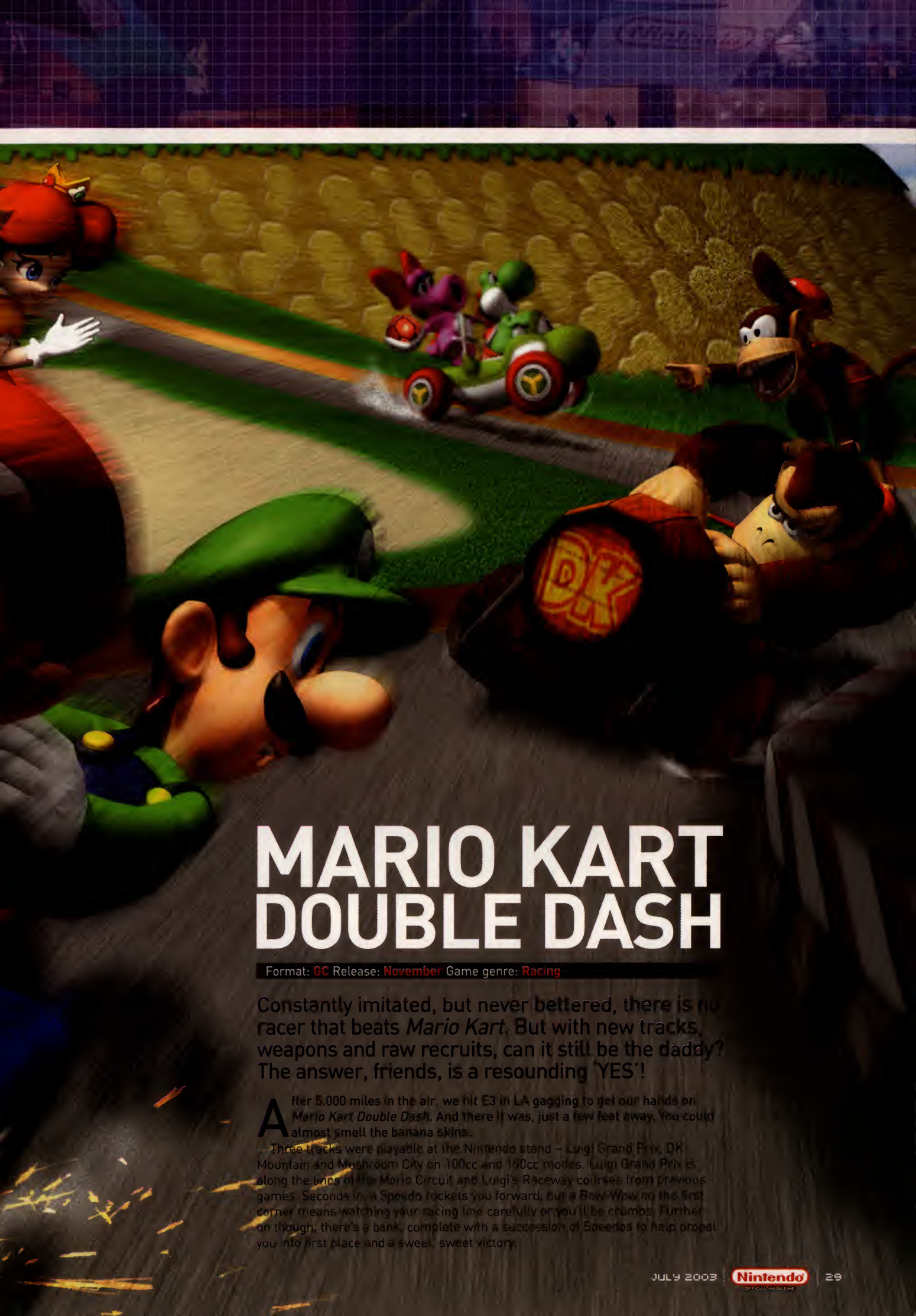
the top 50

- mario kart: double dash
- pikmin 2
- geist
- ssx 3
- ultimate muscle
- advance wars 2
- xiii
- quidditch world cup
- boktai
- kirby's air ride
- p-zero 3x
- sphinx
- custom robo
- soul calibur 2
- pokemon pinball
- yona
- mario and donkey kong
- sonic heroes
- 1000 avalanche
- giftoria
- fifa 2004
- sword of mana
- mario and luigi
- beautiful joe
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- mario golf
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- true crime: streets of l.a.
- wwe wrestlemania xix
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- star wars rogue squadron 3: rebel strike
- tiger woods pga tour 2004
- the legend of zelda: four swords
- super mario advance 4: super mario bros. 3
- billy hatcher and the giant egg
- james bond 007: everything or nothing
- harvest moon
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- phantasy star online 3: c.s.r.d. battle
- prince of persia: the sands of time
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- metal gear solid: the twin snakes

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Once a year, the world's biggest games convention takes over Los Angeles. The Electronic Entertainment Expo (E3 for short) showcases all the most important games for the next 12 months. We waded through over 100 new titles to bring you this: your essential guide to the fifty best new games. Brace yourself...





MARIO KART DOUBLE DASH

Format: **GC** Release: **November** Game genre: **Racing**

Constantly imitated, but never bettered, there is no racer that beats *Mario Kart*. But with new tracks, weapons and raw recruits, can it still be the daddy? The answer, friends, is a resounding 'YES'!

After 5,000 miles in the air, we hit E3 in LA gagging to get our hands on *Mario Kart Double Dash*. And there it was, just a few feet away. You could almost smell the banana skins.

Three tracks were playable at the Nintendo stand – Luigi Grand Prix, DK Mountain and Mushroom City on 100cc and 150cc modes. Luigi Grand Prix is along the lines of the Mario Circuit and Luigi's Raceway courses from previous games. Seconds in, a Speedo rockets you forward, but a Bow-Wow on the first corner means watching your racing line carefully or you'll be crumbs. Further on though, there's a bank, complete with a succession of Speedos to help propel you into first place and a sweet, sweet victory.



■ Oi, Bowser! There's something stuck to your kart

Next up was DK Mountain, a bumpy, rocky ride up a mountain to a huge DK Barrel that blasts you through the air and back to the track on the other side. Then you've got to compete with other racers to stay on the narrow course alongside a perilous ravine and avoid smashing into a fence on the hairpin downhill turns. Believe us we tried and tried... and failed.

The final one of the trio was a Toad Turnpike rip-off, a busy city complete with Wigglers, red and yellow motors and lorries. We took various shortcuts over the three laps, but just when we thought we'd finished a lap the road split. Make your decision instantly, or you'll come a cropper.

So that's the tracks, but what about the set-up? A total of 16 characters are available and, as revealed last issue, Birdo, Baby Bowser and Waluigi have joined old faces like Mario and Yoshi. There's no sign of Toad, but the line-up isn't finalised yet, so he may be in the finished version.

The choice of karts is yours, ranging from

DK's barrel-on-wheels to Wario's purple Cadillac. But whereas in previous games it's been the driver that's affected handling, speed and acceleration, now it's the karts. Each racer can also grab their own special weapon, including a giant Bow-Wow that can be chained to the front of your kart, Mario's fireballs and Bowser's giant, spiky shell.

Having two characters per kart certainly adds a strategic element as only the one in the back can fire weapons. Your duo can be



■ Typically Italian, Mario hangs off the back of his brother's kart, ready to fling himself onto the winning team



■ Daisy considers hopping on board with the monkeys. Well, look at the gimp she's with, can you blame her?

switched around mid-race using **Z**, so you can save weapons your back-seat star has grabbed by making them driver.

Also, if you collect a great weapon at the back of the pack you can keep it by becoming the driver, move up the ranks, switch back and unleash it when you hit the front. Using lightning when in first place? That would've been rare in the past.

But the innovations don't end there. You can nick weapons if you're out of them and if a Red Shell is on your ass a drift manoeuvre will see it off. All fantastic new ideas we're sure you'll agree, making this one very high on our Most Wanted list.



■ Four-player is where Mario Kart will sink or swim



■ 'Slow down!' Peach is a typical back-seat driver



■ Racing rule no.1 - put two monkeys in a car and they'll come last



■ Mario and DK race on oblivious as Diddy clutches Toad's severed head

**"NOM
OPINION"**

This Christmas will surely belong to Mario, unlike last year when it was bloody Harry Potter, as usual.



■ A game where you roll an egg?!...



■ ... what ever next? Hurting cheese?

BILLY HATCHER AND THE GIANT EGG

Format: GC Release: November Game genre: Platformer

Sega's latest hero is a boy in a chicken suit. He rolls eggs around and every enemy he squashes makes the egg bigger. Yes it sounds bizarre, but *Billy Hatcher* actually plays out like *Sonic the Hedgehog* meets *Super Monkey Ball*.

Billy himself is nicely manoeuvrable, but offers no resistance to the giant spiders and evil frogs he meets. That's where the egg helps. Growing the egg frequently means rolling it along twisty, thin ledges where you'll find the enemies you need to crush.

Drop into the water, and you're starting that stage again. Luckily you can jump with the egg to clear small gaps and there's often a big X etched on the ground to tell you that would be a good idea. Even when the egg gets really huge you can still see where you're going thanks to a clever translucency effect.

The levels have a logical start and end point, but you are free to plot a path between them. In this respect it reminded us of *Sonic the Hedgehog*, especially with the rings in the air that ping you from one area to another automatically.

We'll have a more detailed hands-on report soon, although we left this one feeling optimistic, but a bit confused...



■ Billy tries to protect his eggs from harm - hey, we've all been there, kid

**"NOM
OPINION"**

We need to play this some more. We liked it, without really 'getting' it. Stay tuned for more news.

POKÉMON RUBY/SAPPHIRE

Format: **GBA** Release: **25 July 2003** Game genre: **RPG**

Pikachu is not dead. He's just been chilling with his beeyatches in the Bahamas, polishing up that radiant yellow tan. He's got big plans for this year, see: a couple of games called *Pokémon Ruby* and *Sapphire*. Heard of them?

We've already been toying around with these games since they came out in Japan last November, but all we could do was admire the enhanced visuals because we hadn't the foggiest idea what was going on with all that Japanese text. But all has become clear now that the game has been translated into English.



■ At Lv12, Torchic will spank this Lv8 Zigzagoon



■ We knew he was a slapper, now Wurmple does too



■ Our first battle. Treecko looks a bit nervous, but then when has a frog ever beaten a hyena in combat?



■ Villages are filled with people to interact with

And how exciting it all is too, exploring a whole new Poké-filled world. We've spent so many hours of our lives playing *Pokémon* titles on the Game Boy Color that it's highly refreshing to finally get hold of some new creatures. We chose a critter called Treecko to start with and used it to help Professor Birch (the new Pokémon boffin) fight off a thieving Poochyena that was trying to snag the Prof's Poké balls, while he ran around all frantic and panic-stricken by the ambush.

Nintendo has done a great job with injecting personality into the little people now that we can understand what they're all babbling on about. We stopped to have brief chats with the friendly villagers, who gave us useful information about the town they live in, or sometimes showed enthusiasm for our Pokémon training.

But it's not just the people who have personalities. Some helpful villagers told us of the nature of various Pokémon. They can be anything from lazy and naïve, to brave or hardy, which effects the way they develop.



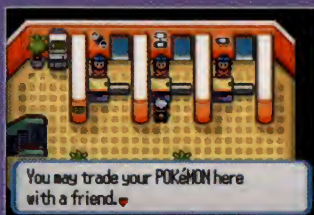
■ A contest meeting - show off your Poké balls



■ Did he? Did he really? It's good to know this stuff



■ It's raining! That's a first for a Pokémon adventure. Sweet, sweet weather



■ ...or nick them off little kids outside



■ Would you live in a house like this?

So a brave Pokémon might grow with more attack points than a bashful or careful one – an interesting concept that we will master with more extensive play time.

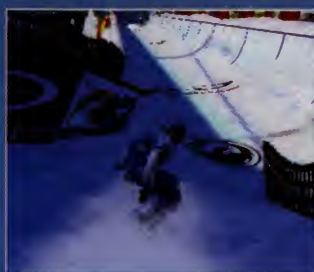
Pokémon Ruby and Sapphire essentially seem to be more of the same playing experience provided by the old games, with some smart enhancements. We had more than a hint of déjà vu as we strolled around a town speaking to folk, then off out to walk in the grass and battle some wild Pokémon. But this is not a bad thing, our familiarity with the gameplay made us feel at home in the new Pokémon world immediately. We felt confident enough to just run around checking out all the cool new areas and imprisoning new species of monster. Mudkip? Get in my Poké ball you little blue fish dude. Oh yes.



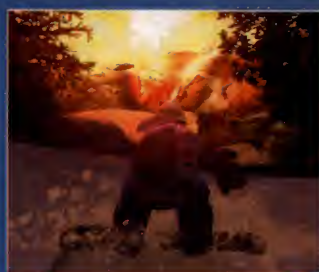
■ What should Mudkip do? It's a question we've all asked ourselves...

**"NOM
OPINION"**

Pokémon fanatics, start feigning illness right now. It's going to have to be a damn convincing malady to get you a month off work/school come July. Aaarghh! My lungs! Call a doctor!



■ With speed and beauty like this...



■ ... 1080° Avalanche should be a hit

1080° AVALANCHE

Format: GC Release: November Game genre: Sports

It never snows in the UK. That's why we need this. Clever track design, tight controls and intuitive trick elements mean 1080° Avalanche is already looking like a class act. There are four game modes: Match Race, Gate Attack, Time Attack and Trick Attack as well as a two to four-player multiplayer mode. We took Ricky Winterborn and Akari Hayami out to catch some powder on three twisty downhill circuits.

Graphical detail is still a bit low, but the speed of the game is very impressive, as are the excellent controls that immediately feel smooth and easy to grasp. What especially pleased us was the trick system which is super easy to understand and implement. Holding **R** allows you to spin, push the 3D Stick left or right to rotate, push forward or back to flip.

Another cool feature is the balance meter. If you come off an especially large jump or have a run-in with a competitor then you lose some of your balance and need to correct yourself. To do this you rotate the 3D Stick as quickly as possible. Spin city.



■ Still covered in scaffolding? Nintendo are working hard to get this jump ready

**"NOM
OPINION"**

1080° is easy to jump in and play, but the subtle trick system has loads of depth. It's looking good, dudes.

FINAL FANTASY CRYSTAL CHRONICLES

Format: GameCube and GBA Release: December Game genre: RPG

This looks truly stunning. The fantastical environments, cute characters, huge bosses and supreme lighting effects made us want to cry. But then we had been on our feet all day and the E3 food tasted like dog filth. The one-player mode wasn't available to play on the show floor, so we had to make do with taking on some bosses multiplayer style.

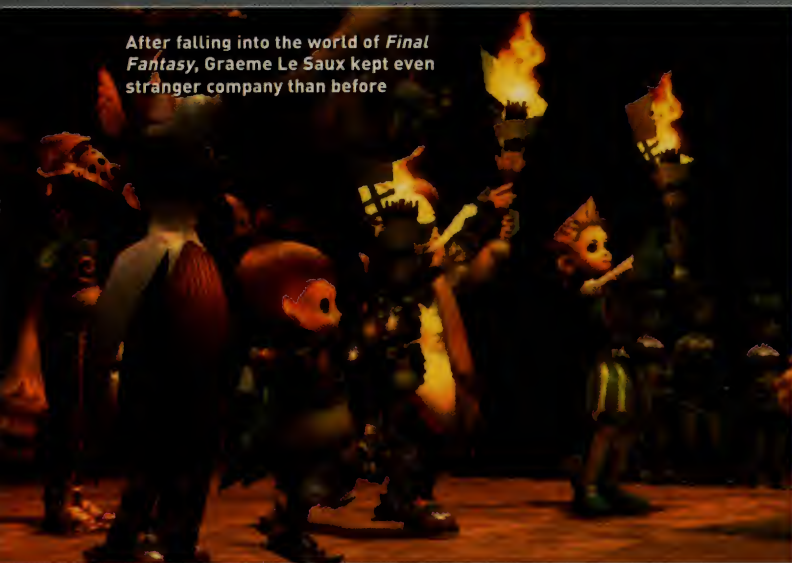
We were using GBAs as controllers, although Nintendo stressed that the game doesn't require a GBA to play. However, if you choose an ordinary controller then you will lose some of the extra features such as a map displayed on the GBA's screen.

Final Fantasy Crystal Chronicles could be the ultimate in co-operative gameplay. One player carries a large crystal that imposes a circular field of play onto the game screen. Players cannot walk outside of this circle or they sustain damage. As only one player can see the map, even if you're using GBAs, then



■ Just because it's a green-skinned, razor-clawed flying cyclops monster doesn't mean it's the bad guy

After falling into the world of *Final Fantasy*, Graeme Le Saux kept even stranger company than before



■ The magical effects are, as you'd expect, stunning. It's got the looks



■ Coloured rings below the characters tell you what colour pants they've got

you'll need to talk to each other to see where you're going. At the start of play each character has four abilities; Cure, Guard, Attack and one magic attack. These can be added to as you go through the game, we picked up the Life ability that allowed us to resurrect our fallen comrades. This introduces a highly tactical element as it was important for us to keep back from the main battle, because we were the only one with the power to heal dead fighters.

There were three areas to explore; River Belle Path, Tida Village and Yei Lu Sluice. After a couple of skirmishes we faced off against some powerful and highly imaginative bosses. Teamwork was the order of the day as we combined our attacks to devastating effect.



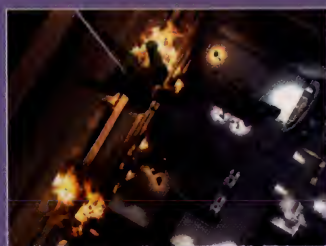
■ *Final Fantasy CC* is sure to be full of inquisitive fools like this chap



■ That Japanese text could be saying something really rude about your mum

**"NOM
OPINION"**

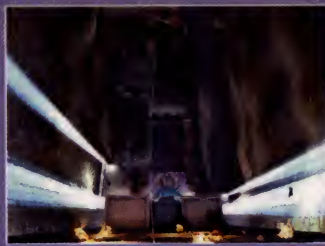
It looks great and the co-op element makes this a real team effort. A unique and exciting experience.



■ This'd look rubbish if it was an FPS...



■ ... see what we mean? Cra-ACK!



■ Check the cool Bond-style locations



■ He does all his own stunts you know

JAMES BOND 007 EVERYTHING OR NOTHING

Format: **GC and GBA** Release: **November** Game genre: **Action Adventure**

Hang on a minute, which button is first-person mode? Oi! Which button is first person mode?! There isn't one? You're kidding!

But after five minutes of zip lining down a skyscraper all is forgiven. A third-person view may be most shoot-'em-ups'



■ 'Oh, James... stop showing off!'

past, but it's Bond's future. Zip lining is fun, but most of the time you'll be bouncing down. Ease off the pressure and you'll run. Ease right, then left and pop a cap in the goons' asses.

Once on the floor, Dame Dench tells you to drop an explosive into a rooftop vent. Okay boss, now it's a mix of stealth and shoot. Use stealth and you can sneak up, taking them down with a head butt or hand-to-hand combat. Failing that there's a pistol-whip, too, or a bullet-time rip-off that slows time and enables you to assess the situation.

Alternatively get shooting and you can lock-on using a pistol,



■ Three vs one? No problem for Bond

rocket launcher or machine gun. Then it's your choice – motorbike or car to catch a speeding train. There are plenty of slowdown and visibility issues at the moment, but they're all forgotten when you get into a boss fight against Jaws or another *Bond* villain. It may just be every 007 fan's dream.

"NOM OPINION"

It ain't a *GoldenEye* 007 beater yet, but time will tell if the third-person gamble has paid off for Mr Bond.

SSX 3

Format: **GC** Release: **November** Game genre: **Sports**

The largest-ever EA Canada team worked on this', the man barked. 'Whatever', we mumbled, 'just show us the game'.

Whereas the last *SSX* slipped up, this one's been pieced back together and had its fun factor quadrupled. The same manic racing rules apply, but you can now knock down opponents, which is a laugh. Think *Road Rash* on snow. Tricks are just as easy to pull off too, with tail-and-tip tricks added to the list and even more adrenaline-

pumping combos to crank up the insane-o-meter as you hack down the mountain. And a 28-minute Freestyle mode once it's all unlocked can't be bad? Or is that just PR bull?



■ Clothes keep you warm, love...

"NOM OPINION"

SSX 3 may just have the skills to edge out *1080°* Avalanche. We're liking it – we reckon you will too.

GIFTPIA

Format: **GC** Release: **TBA** Game genre: **RPG**



■ This is *Giftpia*, clearly not real life

This has that *Animal Crossing* feeling to it; the whole world seems like some chilled-out paradise in a green and pleasant land.

You've missed your coming-of-age party and have to earn

enough money to pay for another. What follows is a hunt around the island for cash.

We caught a dog for an old woman and she cussed us for being too slow. Good job there are no guns, or *Granny* would have more holes in her than a piece of swiss cheese. Magical pots scattered around give you gameplay clues and the nasty Sleep Ghosts kidnap you and send you back home – that's what happened to us. Then we realised the *Mario Kart* pod was free again. Adios *Giftpia*!

"NOM OPINION"

It's a gentle adventure game with a few tricks up its sleeve. Let's hope Nintendo give us this one...

METAL GEAR SOLID: THE TWIN SNAKES

Format: **GC** Release: **2004** Game genre: **Stealth combat**


Love it or hate it, you can't deny that *Metal Gear Solid* is still one of the PSone's most memorable titles. Back in the day it set new standards for graphical excellence and stealthy action. It was followed by the immensely beautiful, but ultimately plodding sequel, *Sons of Liberty*, a meandering journey through hours of cut-scenes and cliched story lines.

Under the watchful eyes of Shigeru Miyamoto and Hideo Kojima, Canadian developer Silicon Knights (*Eternal Darkness*) is attempting to combine the beauty of the second game with the action of the first to create *Metal Gear Solid: The Twin Snakes*.

Even more exciting was the admission in an interview with the developers that they have a lot of ideas for ways to link up play between GameCube and GBA, and that this is something that Dennis Dyack and his team are looking into. A feature like that will really make *Twin Snakes* a unique experience.

Getting our hands on this little beauty certainly brought back a few memories, but now the game looks absolutely stunning. What we weren't prepared for was the



■ Hit  to clench – the game includes a rumble feature, telling you when Snake's gas will give him away

Surely there's no need for a laser sight this close!



inclusion of all the *Sons of Liberty* manoeuvres like first-person aiming and hanging from railings. This could add some much-needed variety to the puzzle solving and sneaking, and it will also mean that even *Metal Gear* veterans will have the chance to play a slightly different game, albeit in very similar surroundings.

We dived in right at the very start of the game where Snake must land at the Cargo Dock and infiltrate the Alaskan base. The mission is to rescue two hostages and gather information about a secret nuclear project and a terrorist threat.

The controls feel smooth and there's no problem adapting to GameCube's controller. Snake's repertoire of moves is immediately called into play as we have to crawl under a hot pipe, push our back to the wall to evade detection, throttle a couple of genetically enhanced soldiers and move their bodies to uncover some new goodies – two new features taken from *Sons of Liberty*.

Some of the old problems remain though: aiming in third-person mode is still a little awkward and the camera sometimes doesn't show you what you want to see. But this game isn't even due out until next year, so there's plenty of time to iron out any creases.



■ Nah, you'd never see him hanging there, would you? *The Twin Snakes* is all about sneaking, sniping and surviving... and lovely graphics of course



■ 'And when I woke up, I was dead!' Tales of the Alaska base's hired help



■ 'Oi! I'm stuck.' Snake tried hard to attract the guards' attention...



■ 'Look, I've checked that easy-to-hang-onto railing a million times and there's never anyone there. Make me look again and I'll shoot you.'

**"NOM
OPINION"**

It always was a great game and it still is. There's a slight worry that the new features could make the game easier to complete, but it's still sure to be a massive highlight for GameCube when it's released. We'll be keeping a very close eye on *The Twin Snakes*, so keep reading *NOM* for more.



■ Badda-badda-badda-badda...



■ ... vrrrrrr... we love robot games

CUSTOM ROBO

Format: GC Release: TBC Game genre: Beat-'em-up

Bit of a strange one, this. It's basically a combat game for up to four players in stylish virtual-reality landscapes. But don't confuse *Custom Robo* with the likes of *Soul Calibur 2*: the combat is all about hitting, running and long-range lasers.

There's plenty of cover, so you'll need to use tactics and break cover at the right time, and as with all Japanese robot games, you get loads of upgrades to make your 'bot better. We think the balance is good, though, and we dived in and started having fun.

**"NOM
OPINION"**

Much easier to get into than the likes of Sega's arcade game *Virtual On*, *Custom Robo* is looking good.

FIFA FOOTBALL 2004

Format: GC Release: September Game genre: Sports

Last time out, *FIFA* seemed to be finally making the killer passes. It was a footy game worth playing purely for the football, not just the über-slick presentation. We were excited about the new one, but it looks more like a dodgy back-pass.

The players' faces are amazing and the drawing-on-the-screen, post-match analysis is some of the best ever. In between that it's a bit worrying. The animation is wobbly and the passing feels

rigid and forced. There's no football flow, just a jerky series of passes and the same ropy shooting. We really hope the finished game is tons better.



■ If Juve are playing, it'll be 0-0

**"NOM
OPINION"**

Oh dear. *FIFA 2004* appears to be reverting back to its bad old self, but we're still hoping for the best.

SONIC HEROES

Finally a new *Sonic* game to sink our teeth into. Sadly it's not exclusive like the two recent *Adventure* games, but it has certainly got plenty of imagination.

Using the same graphics engine as *Sonic Adventure 2 Battle*, *Sonic Heroes* places you in charge of all three of the main characters:

Format: **GC** Release: **2004** Game genre: **Platformer**

Sonic, Tails and Knuckles. You can switch between the trio at any time during play and then utilise their individual skills to progress.

Sonic has the speed, Knuckles uses his strength and Tails can fly to higher areas and

over danger. The levels we played featured lots of teamwork, but there's still that on-rails element to a lot of the play. The stages also seemed to be a bit meandering, awkwardly paced and repetitive.



■ Sonic, Knuckles and Tails are back, and they clearly haven't aged a day



■ The guys check out Brighton pier



■ That's not enough to stop Knuckles

**"NOM
OPINION"**

Character selection leads to some head-scratching puzzles, but at the moment this still seems too linear to be fun.

BOKTAI: THE SUN IS IN YOUR HANDS

Format: **GBA** Release: **September** Game genre: **Action adventure**

We didn't get how this would work: *Metal Gear*'s main man Kojima is making a game with a solar detector, we were told. Huh? What's the point? The point was to make a solid little adventure game even more memorable: you are a vampire hunter, vampires hate light, play *Boktai* outside and you'll whup 'em.

But it isn't just a gimmick. Your bullets are recharged in the sunlight, the quickness depending on how bright the sun is shining; you can't cheat and hold the cart up to a

lightbulb – it won't work. Rather than being a pain, you just feel more involved in the game. It's cool to be running around in real life finding sunshine as well. Certain parts of the game require you to fill the solar meter to progress, but there are opportunities to store up solar energy, so you can play on into the night without having to rely on the sun.

The main quest is a class act too. Viewed in smart isometric 3D, you wade into dark dungeons to slay all manner of giant spiders and bats. We'll have more on this very soon.



■ Better fill up that sun meter, or you're vamp food



■ Quick, get in that tiny bit of sun!



■ That's clearly not the Littlest Hobo

**"NOM
OPINION"**

Like *Kirby's Tilt and Tumble*, this might just be essential even before you factor in how good the actual game is.

QUIDDITCH WORLD CUP

Format: GC Release: November Game genre: Sport

Here it is, then, the official game of a sport that doesn't exist. Clearly the advantage here is that people have nothing to compare *Quidditch World Cup* to apart from some words in a book and a few moments of action in the recent films. We're not huge *Potter* fans (sorry Tim), but this is good fun.

The pitch is fairly small, but you've still got a fair bit of room to fly around in. The game is basically three against three on broomsticks, with tiny hoops to

chuck the ball through at either end. It's simple to pass the ball around and even chasing back to make a last-gasp tackle is a relatively simple process.



■ *Potter was useless a real games*

**"NOM
OPINION"**

Flying football? It shouldn't work, but it does... sort of.

Clearly aimed at those in love with all things *Potter*.

POKÉMON COLOSSEUM

Format: GC Release: 2004 Game genre: 3D Battling



■ You can see what he had for lunch

And so the *Pokémon* carousel carries on turning with *Stadium 3* – sorry *Colosseum* – and you won't be allowed off just yet.

From a three-minute rolling demo we were able to work out at least one thing – that *Colosseum* is more of the same 3D arena battling, but with *Ruby* and *Sapphire* monsters added into the mix. Groudon was there causing a huge earth tremor and a male Pikachu was on hand to fry an enormous Wailord with an Electric Shock.

There are still plenty who love it, but the rest of you have seen it, done it and bought the friggin' T-shirt by now.

**"NOM
OPINION"**

If you love the series, this may be the deepest game yet. If you don't love it, there's no point trying.

XIII

Format: GC Release: September

What a difference a month makes. This *XIII* is a vast improvement over the version we last saw.

There were more levels, some ultra-stealthy techniques and even some enemy territory where we took out an unsuspecting guard and got hit in the face by a hail of bullets. This game rocks.



■ "BAOMMM". No further explanation needed

**"NOM
OPINION"**

If we scored games out of 15, this would be a 13.

MARIO AND LUIGI

Format: GBA Release: November

Loved *Paper Mario* on N64? Then this could be what you've been waiting for: a platform game-meets-RPG quest where you control both brothers.

We saw a turn-based battle where you choose a target and attack, and some platforming teamwork sections where you jump on each other's shoulders.



■ Simple, cute and hideously addictive, we hope

**"NOM
OPINION"**

The brothers are gonna work it out in this quirky RPG.

HARVEST MOON: A WONDERFUL LIFE

Format: GC Release: October

It's been a niche title for years, but the N64 version never got to the UK – we like *Harvest Moon's* harmless gameplay.

Growing, rearing and fishing are still the basics, although this time it links up with the GBA's *Friends of Mineral Town* to enable you to swap things. It's had a certain charm for years, but still looks very N64.



■ No tinkering with the GameCube's clock, please

**"NOM
OPINION"**

The nearest thing you'll get to *Animal Crossing* for now.

P.N.03

Format: **GC** Release: **August**

In English, Capcom's exclusive still feels like an odd mix of gymnastics and killing. It looks stylish as hell, but the stiff, repetitive gameplay is a bit of a turn off. The controls still need work, as moving and shooting is quite clumsy.

To be honest, it all feels a bit like an exercise in style over content and we expected more from a guru like Shinji Mikami - the inventor of *Resident Evil*.



■ It's fun to stay at the Y-M-C-A. It really is...

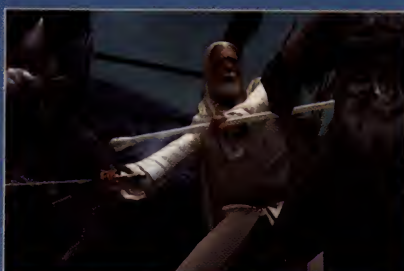
"NOM OPINION" We need more like *Viewtiful Joe* and less like *P.N.03*.

LORD OF THE RINGS: THE RETURN OF THE KING

Format: **GC and GBA** Release: **November**

Swarms of orcs, over 50 Uruk-hai and a friggin' troll with a club the size of a bleedin' house - and that's just what you've got to kill in the opening two minutes at Minas Tirith.

The killing is yet more mindless button bashing and it's still far too linear, but shooting Nazgul with Gandalf is just what we want to see. The two-player Co-op mode is all playable on one screen, too.



■ *Saturday Night Fever* finally gets a remake

"NOM OPINION" Looks great, but the gameplay needs more originality.

POKÉMON PINBALL 2

Format: **GBA** Release: **November**

Rumble? WHERE'S THE RUMBLE! Only two seconds in and already things aren't looking good for this *Pokemon Ruby* and *Sapphire* pinball game. But wait, it soon catches fire, because Pikachu and the Lucy Shook in the dramatic. Pokemon and its games result, a variety of Poke balls and a whole Pokemon to fill. That's why you loved the first one so much and that's why you will love this, too.



■ Any excuse to wheel the *Pokemon* out, eh?

"NOM OPINION" Pinball tables aren't portable, so this is where it's at.

METROID ZERO MISSION

Format: **GBA** Release: **TBA** Game genre: **Arcade adventure**

The GBA's *Metroid Fusion* was an mini-masterpiece. Shame nobody bought it. Nintendo's response? Do a re-rewind and flesh out the *Metroid* backstory. That means Samus returns in the familiar red suit of old and at first we thought we were looking at a reread of the Super NES classic, *Super Metroid*.

There's the familiar grapple beam to swing from the ceiling and spread beams and special attacks that weren't available in *Metroid Fusion*. Just like in the old days, you have to loose off a handful of rockets to open closed doors and poor Samus starts off pretty much a sitting

duck. You have to earn the likes of the Morph Ball and each new ability opens up parts of the alien world that were previously inaccessible to you.

We're massive *Metroid* fans here at NOM, so we don't mind the familiar gameplay one bit. We spotted very little that was new in fact, except 'lava which suddenly disappears if you have the guts to leap in. There is a rumour circulating that the game is a disguised remake of the NES original, but we can't confirm that at the moment. We can say that it looks even better than the last one, with the visuals particularly impressing us at this time.



■ Bigger bosses. Soil your spacesuit



■ 'I think something's watching me'



■ What is it? It's a Chozo, you bozo!



■ Alien worlds: badly thought-out

"NOM OPINION"

The classic *Metroid* gameplay lives to fight another day. That is cause for huge celebrations.

MEDAL OF HONOR: RISING SUN

Format: GC Release: September Game genre: First Person Shooter



■ We'll come clean. There aren't any pictures yet of the really cool Pearl Harbor bits. Trust us, damn it!

It starts with you in bed. Reminiscing about the girl you left at home. No, not like that: in a wholesome, wistful 1940s kind of way. Suddenly, bang. The room shakes. You fly up out of the bunk, and the movie is over. Game on. You've got to make your way up to the deck as constant bombardment rocks the ship. Pipes shatter and spit steam, fires break out. Your buddy is gunned down as he sticks his head up above deck. A gun is thrust into your hands. Welcome to Pearl Harbor, people.

You're right into the heat of conflict. Bang. It's scary because you don't really know



■ Japan: 'You have to wait ages after us for the new Mario game.' America: 'Right, we're at war'



■ War can do odd things to a man. Like make him dress like a complete tool



■ If you squint, you can just about make out Ben Affleck running away, squealing like a child



■ What if he's an impostor, eh? SHOOT HIS FACE!

what to do. You react. The sky is teeming with Japanese aircraft. The other ships in the harbour are ablaze, and red embers and smoke fill the air. You get a sense of what it would have been like to be there. If nothing else was right, *Rising Sun* could wear that medal with pride.

But it all looks staggering. Truly some of the most impressive effects we've seen on current-generation machines. It makes the movie *Pearl Harbor* look sickeningly low-tech. You climb onto an anti-aircraft gun and start strafing at fighters. It's an absolutely epic battle scene that is laid out before you. You're desperately trying to defend ships and also trying to wind in your salivating tongue. The second of the ten missions has you buzzing around the harbour in a speedboat and the stricken US battleships look enormous as you cruise up close. There's a fair bit of moralising after the battles are done, but we can forgive them that. Volume down to zero, job done.

**"NOM
OPINION"**

Just as World War II was starting to get boring, *Rising Sun* blows us away. Hollywood, your time is up.

GEIST

Format: **GC** Release: **TBA** Game genre: **First Person Shooter**

This game starts where most games end. You're dead. But it's not Game Over, it's game on. In this innovative First Person Shooter you take on the role of a ghost, but that can stop you from achieving your objectives, so you'll need to possess various human characters in order to complete the missions.

The screen is all wobbly and ghostly when you start. Movement is floaty and has a strange inertia. Just as we're getting used to it, a soldier comes around the corner and is cut down up by a strange alien creature. By firing ethereal energy at the beast we are able to pass safely and possess the wounded soldier. Yes, possess. By targeting his body and hitting action we *become* him.

Problem is, he's so badly hurt he can't move. We manage to fire his gun to take down the Spirit Shield that confines us. Then it's a case of slipping out of that host and moving on. Some of the enemies are able to

see us in ghost form, so we jump into another unwilling victim and let rip with a hail of machine gun fire. As a ghost you can move through air vents to new areas and we take advantage of this ability on our way to finding a lady doctor.

When we enter her office we're told that we can't possess people in a relaxed state, so it's time to do some scaring. We close her laptop, open the filing cabinet, knock over a stack of books and turn on a gas main. Before too long she's running for the exit, screaming. Perfect. We jump into her body, unlock a coded door and take out a few more guards with a pistol before passing a retinal scan, using the host's eyes.

The doctor's pistol is weak against the barrage of enemies we face so we hop back into a machine gun-equipped soldier and unleash lead-death. Once we make it to the prison cells and find our comrade it's mission over. Short but very, very sweet.



■ The blue target means 'grab his arse'



■ Don't panic, it's much better than *Red Faction 2*



■ Who wins a deathmatch if you both start dead?



■ Wrong game, Sam Fisher. *Splinter Cell* was a few months ago. Sorry mate



■ See how it's a bit blurry? That's the effect when you're in Ghost mode



■ No way. We're not going to mention *GoldenEye 007*. Oh, we just did



■ Players one and three forget the golden rule: ghosts don't fear bullets

**"NOM
OPINION"**

Geist is brilliantly original and with a bit of spit and polish on the visuals it could turn out to be an essential title. Plus, it's exclusive to GameCube.

TIGER WOODS PGA TOUR 2004

Format: **GC** Release: **TBA** Game genre: **Sports**

This still manages to bring a smile to the face even though it's essentially the same game as *Tiger 2003*.



■ Tiger is back again and just as good

The best thing about this new version is the way the players interact with the commentators. As Daly steps up to the tee, the commentator offers a small hint, John thinks, takes the point and then turns to the camera and nods.

The sharp controls are still there, as is the clever course design, but the whole thing has been given a face-lift – you can almost smell the mown grass.

“NOM OPINION”

Can't get enough of *Tiger 2003*? Then you'll be in golf heaven with this one, it's got more of everything.

LEGEND OF ZELDA: TETRA'S TRACKERS

Format: **GBA** Release: **TBC** Game genre: **Action**

The second Link-up Link game is like a *Zelda* Olympics. Four players battle it out on scavenger hunts to be top dog. The stage we played involved racing to find ten pirates scattered around. Pick-ups show the general area the guy's hiding in and you race to get there.

You play on the GBA, with the GameCube display acting as an overall world map. The premise

is that Tetra (from *Wind Waker*) is running a pirate training camp and you and three mates are competing to be top dog.



■ Race to find pirates. It's too much!

“NOM OPINION”

You can use your *Zelda* skills in innovative new ways, but we prefer *Four Swords* all the way.



ADVANCE WARS 2: BLACK HOLE RISING

Format: **GBA** Release: **October** Game genre: **Strategy**



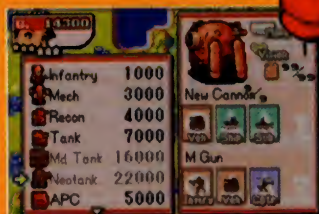
■ Same old maps – no need to change

One of the most complete and ready-to-go titles at Nintendo's booth was the highly anticipated *Advance Wars 2: Black Hole Rising*. Essentially it plays exactly like the first, which is certainly no bad thing as the original remains one of the GBA's finest moments.

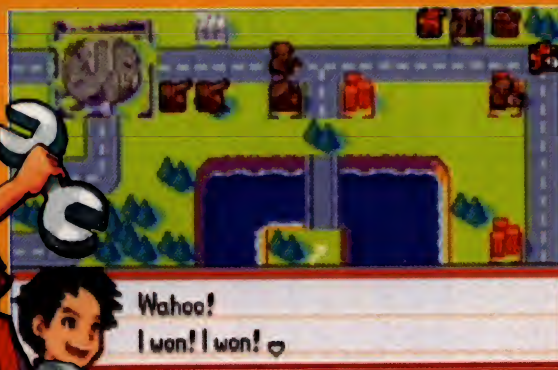
All of the military units of old are back and there's a great selection of new COs, each one with unique abilities. We found that the gameplay had been smoothed out somewhat with the units taking turns more quickly than before. There are

also a selection of special powers for the COs, like Super CO attacks that take much longer to charge, but inflict mondo damage. And we found out about the new NeoTank that has to be earned by winning.

We didn't have time to really get stuck in, but we could see an all-new campaign with numerous new maps, a multiplayer option and a map editor. As far as gameplay goes, it's exactly like the first one, so *AW* veterans and those new to the series should be fully satisfied.



■ New vehicles will spice things up



■ You did, you did! The thrill is just as good as always



■ Battles are as good as ever...



■ ...we've missed that simplicity

“NOM OPINION”

More of the same, that's what we wanted and that's what we've been given. *Advance Wars 2* will be huge.

STAR WARS ROGUE SQUAD REBEL STRIKE

Format: **GC** Release: **October** Game genre: **Shoot-'em-up**

We damn-near pooped our pants when we saw those first *Rebel Strike* shots last month. How lush did that Endor forest look? And those AT-ATs on Hoth? The tauntauns? Well, when we laid our own dirty hands on this baby we took a change of pants, just to be on the safe side.

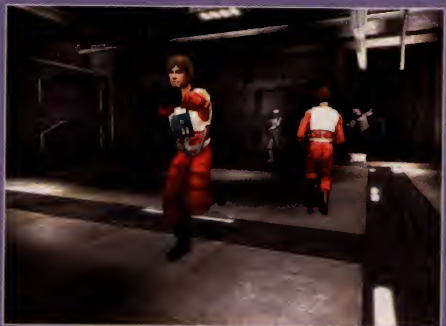
To be honest, it's a mixture of good and bad at this stage. The Endor levels are absolutely amazing – some of the best graphics we've seen on GameCube ever. We stomped around the woods in an AT-ST (the two-legged one) squeezing off laser fire at the tens of stormtroopers and Ewoks



■ Truly stunning. Why can't all games look this?



■ A TIE fighter shooting competition! You know it!



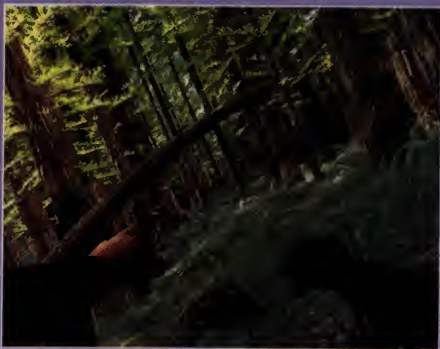
■ The third-person levels aren't great... who cares?



■ Run around the Death Star dressed as a stormtrooper. For Kingsley, the fantasy becomes a reality... sort of



■ This is what really floats our boat – multiplayer!



■ We've dreamt about this and now it's here... sniff



■ Let's all pray it includes some Ewok-killing levels

handling is actually quite heavy and we may have crashed into a few trees. The view from the first-person perspective is exhilarating though, as trees and bushes crash past your eyes at a fantastic rate.

A lot's been made of the third-person bits, and we were a bit underwhelmed. Skywalker runs like a man that's had an accident in his orange space trousers and the aiming system certainly needs work. We were almost as crap at hitting stormtroopers as they were at shooting at us. In the claustrophobic corridors of the Death Star it was a problem, but on the icy

JADRON III:



■ You get to ride a tauntaun. Does it get any better? Maybe driving an AT-ST...

wastelands of Hoth we could forgive it pretty easily. Especially when we'd grappled up the underside of a giant, lumbering AT-AT and taken it down with a grenade. Womm!

Our final sortie was in the air blasting down TIEs in an X-Wing. We got pretty much what we expected here: more of the same from *Rogue Leader*. The environments look a little bit sharper and there are certainly more fighters in the sky, but fundamentally it's the same experience as before. You can play in two-player co-operative though and LucasArts has managed to shoehorn in a co-op only version of *Rogue Leader* onto the same disc. For free.



■ The Imperial cleaners had become used to scraping Rebels off AT-AT feet

**"NOM
OPINION"**

The good bits are absolutely stellar and even the bad bits are alright.

Star Wars fanatics may well explode on contact. Keep Kingsley away... too late – he's gonna blow!

KIRBY'S AIR RIDE

Format: GC Release: 2004 Game genre: Racing



■ You'll really grow to hate that red blob up ahead with all your soul



■ We can see Kirby's *Air Ride* causing some massive fights in the office...

We weren't expecting a fluffy *F-Zero*, but that's what we got. At first, we couldn't find the accelerate button. Brake, easy. Go faster? Nope. But that's the unique thing about *Kirby's Air Ride*: it's a momentum-based racer – you get faster when you go downhill and hit speed boosts, and you have to maintain that speed yourself.

That means gently powersliding Kirby's fat ass around tight bends without hitting the side. The course designs are wicked, mixing up futuristic *F-Zero* raceways with wires that soar into the sky before plummeting underwater – usually on the same track.

It's a weird experience, because you spend a lot of time going slow. You think you're miles behind, but a neat series of bends sees you quickly catch up. We didn't all like it, but Dean sort of loved it. Ha! That Dean loves the pink puff racing game!



■ It may be cute to the point of vomiting, but this could be multiplayer heaven

**"NOM
OPINION"**

We didn't expect it to be any good really, but it is.

Honestly, it is! *Kirby's Air Ride* is all about quirky and original racing and it could be a great alternative to *Mario Kart* come 2004.

PIKMIN 2

Format: **GC** Release: **November** Game genre: **Puzzle**

It looks just like the first one. There's no getting around that. But how different can little root vegetable people look? And anyway, under that familiar sheen *Pikmin 2* is a whole new ball game.

Two new factors contribute the major differences: the fact that you now control two *Laurels* and the removal of the 30-day time limit. This allows you to approach the game in a much more exploratory and open-ended way as you're not forced into hurriedly burning everything in sight. The two leaders also mean that you can now take a gang of *Pikmin* and head off in separate directions in the land of the new and exciting things.

Baking too long we discovered a rubber duck, a chocolate doughnut and a blue ball. All of these were returned to our mates by the

15th of the *Pikmin* and were exchanged for treasure. We discovered that we needed enough treasure to pay off a 10,000 debt, but we weren't told you *Don't* (not *can't* but *don't*).

After that we found piles of a white web-like substance spreading the game and finally dispatched the *Pikmin* to destroy the fungus. Next to me were people hearing red fun. When we took them back to the ship we were told that they contained *Spicy Red Essence*, collecting ten of the berries allowed us to produce some *Spicy Red Extract* that helped make the *Furmin* stronger. As the day ended, a screen appeared with pictures of a fat purple *Pikmin* next to a *Bikini White* one with red eyes, but we'll need to get our hands on a later version of the game to find out what these new orders can do – apart from how the *Sagan's* own intentions.



■ *Pikmin* exist. We saw one when we were drunk



■ Don't tell your mate the rules, just cane him



■ Olimar inspected his friend's ring. It was so big he reckoned he could get his whole fist through it



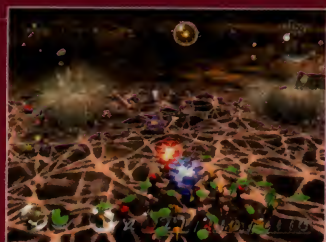
■ 'Now run my bath, dimwits!' Olimar gets tough



■ Insubordination is punishable by drowning



■ Look at the *Pikmin* ghosts flying up to a heaven that doesn't exist



■ Olimar decides to get his weekly shopping on the World Wide Web

**"NOM
OPINION"**

It felt familiar to play, but the lack of a time limit could make this a game that sucks you in and never lets go.

POKÉMON CHANNEL



Format: **GC** Release: **2004** Game genre: **Mini-games**

Although there are 18,000 channels available on Sky, there isn't yet a *Pokémon Channel*. Nintendo's

answer is to make a sort of interactive game/TV show.

Basically you get a series of mini-games to play through like *Pokémon Fishing*, a basic point and click adventure game where you send Pikachu off to talk to people and a load of movie clips to pore over. It's clearly aimed at young kids, but we couldn't help but raise a smile when the ill-fated *Pokémon Mini* popped up.



■ Who? Is he one of the new ones?

**"NOM
OPINION"**

It will find it's audience, a bit like that awful *Disney's Magical Mirror Starring Mickey Mouse* game. Hmmm...

ULTIMATE MUSCLE

Format: **GC** Release: **TBC** Game genre: **Beat-'em-up**

Bandai's crazy anime wrestling game proved to be one of the surprises of the show.

Ultimate Muscle is the game of the TV show and you're in control. The actual wrestling mechanics are cracking, but the characters make it shine.

We fought he-man, King Muscle, against a bloke built out of bricks. Every grapple and move is filmed very cinematically and special moves see the whooping crowd fade out to black as the focus

shifts completely to spine-shattering special attacks, replayed in painful close-ups. The action is turbo charged compared to the WWE games, and already looks set to rival *Def Jam Vendetta*.



■ This knocks WWE out stone cold

**"NOM
OPINION"**

Looks brilliant and wrestles a fantastic bout. We'd rather play this than a WWE game, any day. So there.

SUPER MARIO ADVANCE 4: SUPER MARIO BROS 3

Format: **GBA** Release: **17 October 2003** Game genre: **Platformer**



■ Get a Raccoon Suit. They are cool

Never played *Super Mario Bros. 3* before? You lucky, lucky git. This Game Boy Advance version doesn't lift the original NES code from 1988, because that'd be crap. What you *do* get is the upgraded version from the Super NES' *Super Mario All-Stars*.

As well as some of the best designed 2D platform stages ever, you also get to use some of the finest Mario power-ups ever, 3D or otherwise. Witness

Raccoon Suit Mario, who can soar up into the clouds. Or the Giant Shoe that lets you bounce across spikes and squash enemies flat. Or Statue Mario who can change into a stone figure at will, so enemy attacks bounce right off.

There's more. Frog Suit Mario lets you swim and hop where you once walked. Ever mused on what that indefinable thing that was missing from *Super Mario Sunshine* was? The frog suit, clearly. Ribbit!



■ Luigi: clearly the cheater's choice



■ All the fun condensed into a single image. Wow



■ The map screen. Plot your route to glory



■ A flying pirate ship

**"NOM
OPINION"**

The last piece of the 2D Holy Trinity goes portable. Can we have an original 2D Mario now, please Nintendo?

LEGEND OF ZELDA: THE FOUR SWORDS

Format: **GC** Release: **TBA** Game genre: **Co-operative RPG**

Another new *Zelda* game for GameCube?! Well, we're as surprised as you are. Especially with the way it's turned out. Remember the *Four Swords* bonus game from GBA's *A Link to the Past*? Here it is reinvented for the big screen, taking full advantage of the GBA link facility Nintendo has been banging on about for ages. What we have here is a vindication of why that cable should even exist.

Four GBAs are hooked up to the Cube. There is no need for a cart in the slot. We are looking at the big TV screen – on the GBA screen is a note telling us to do so.



■ The camera panning is a nice little touch



■ Guess what Link's favourite colour is. No, it's red



■ 'You knock her door.' 'No, you do it.' 'But Red Link is the one who fancies her!' 'Stop being a pussy!'



■ You wouldn't want to be that crab right about now



■ Drop underground and this is the view on GBA

Four Links all together. It looks kind of claustrophobic. One Link runs to the edge of the screen and the screen pans out to frame them all. It looks like GBA sprite graphics, but it's scalable like GameCube 3D. Excellent work, Nintendo.

The game is all about co-operation and selfishness. You have to team up to progress, but at the end there will be one winner. He who has bagged the most treasure and killed the most beasts.

On the opening screen in Kakariko village, there are a variety of options. Duck into a house? Team up to push a big block? Grab



■ All must co-operate, but only one is rewarded



■ Human organs everywhere. The boys got scared



■ The conclusion of a day's adventuring. Player one embarrassed himself

the Master Sword!? Except that's a trap. We plunged through a trapdoor and arrived – wait for it – on the GBA screen. When we finally managed to scramble back up top, we were right back on the big screen.

It's the same when you duck into a house, you play on the small screen. This means you can quietly burgle the rich pickings in a cottage without your mates seeing the booty themselves. Significant events like slaying a big boss are usually rewarded with a hail of gems falling up top, and that's when the frenzy of selfishness kicks off. It's a cracking laugh.

The game will often drop arrows in to guide you should your teamwork falter. To scroll the screen, you all need to push together. Certain doors require the synchronised pressing of four switches. It's a genuinely social event and you're constantly chatting with the other players. You get to the end and the game tots up the scores. You're outwardly chatty, but inside your soul screams 'Please let me have killed ALL of these guys, Please God'. A few seconds pass... 'IN YOUR FACE! WHO'S THE DADDY?!



■ Feel the amazing valour of the blue player! See his self-sacrifice!

**"NOM
OPINION"**

A unique gaming experience. Nintendo fanatics will be in heaven, but it's social enough to appeal to a wider audience. Who won't be as good at games as you. Crush them!

WWE WRESTLEMANIA XIX

Format: GC Release: September Game genre: Beat-'em-up

Since *Def Jam Vendetta*, we're a bit more sceptical about WWE games. Good news though: *Wrestlemania XIX* is much better than its predecessor.

The basic wrestling systems are much more fluid and responsive, and we managed to beat Angle's ass with Brock Lesnar. The Story mode looks good too, but the highlight was busted-up faces spraying out blood. Oh yes.



■ If you try this at home, send us the pictures

**"NOM
OPINION"**

Fans will get it anyway, but it does look a big improvement.

PRINCE OF PERSIA: THE SANDS OF TIME

Format: GC Release: TBA Game genre: Action adventure

What a massive surprise! Not only does the new *Prince of Persia* look amazing, it also boasts a fantastically innovative gameplay feature – the ability to rewind time.

Die and you spool back to when you were alive and learn your lesson. Cool. Combat is fluid, even when there are multiple enemies on screen. This was one of the best third-party games at the show and we'll have more on it very soon.



■ Last time you killed me. This time, I'm killing you

**"NOM
OPINION"**

A beautiful looking adventure game that also shows genius.

XGRA

Format: GC Release: 22 August Game genre: Racing

Warning, do not play this game after you've played *F-Zero GX*, it seems slower than a London bus in reverse. But the *Extreme-G* series has always been a favourite and this new version has more of everything.

The bikes handle fairly well and the sense of speed is impressive with cool motion-blur effects. Lighting is good adding a tense mood to the races. We like the way the Career mode works as well.



■ It's fast, but its rival is moving at light speed

**"NOM
OPINION"**

Solid and dependable but *XGRA* looks slow compared to *F-Zero*.

TRUE CRIME: STREETS OF LA

Format: GC Release: 19 September Game genre: Action Adventure

PS2's *GTA: Vice City* is not rubbish. It's great and you're kidding yourself to think otherwise. Even Miyamoto-san admitted it. Activision aren't about to leave you high and dry though, as *True Crime* genuinely looks like a *GTA* killer.

Of course they've ripped off the basic idea – any good idea in gaming is instantly devoured and regurgitated, but there are improvements. There's a great feeling of freedom as you cruise along sunny streets. The car handling is on the arcade side, but the whole point is to get from A to B, B being where you mash up the goons.

It's with this hand-to-hand fighting that *True Crime* turns up the heat on *GTA* – the

gun aiming works well and that was always a thorny issue in *Vice City*. You can also leap sideways and tumble – in bullet-time if you so desire – making Nick Kang one hell of a mobile character. He can also bust out some mean kung-fu, meaning even the bullet-free battles drip with cinematic style. The interiors look great and you can properly trash a bar by kicking fat biker dudes about.

You're basically confined to doing a series of missions, but the story branches occasionally. You do feel quite free out there though, although constrained by a certain former-policeman-type moral code. Translation? No murdering hookers to get your dosh back. Sorry.



■ 'Swap you one hostage for one machine gun'

Stand in front of each other and blast away. Real gun fights are exactly like this...



■ What the hell is that gory sludge you're standing next to? One thing's for damn sure – drop your keys in there and you don't want them back



■ 'Cough... stop crushing my windpipe, I'm allergic to suffocation'



■ Two meat-heads versus one karate dude, always an interesting contest

**"NOM
OPINION"**

GameCube needs this badly. Despite what Nintendo say, there aren't enough adult games out there yet.

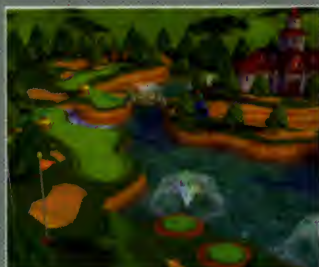
MARIO GOLF

Format: **GC** Release: **2004** Game genre: **Sports**

It's a long time until we'll tee off in the UK, but *Mario Golf* looks brilliant even on this early showing. We shot six holes – three on the Mushroom Kingdom course and three on the Normal course – and came away asking 'Tiger who?'.

Hole one, Mushroom Kingdom, looks exactly like the place where *Mario 64* kicks off. The castle is clearly too far away to hit, though.

Hole two takes in a series of hanging platforms and has a mountain at the back with Mario's face carved into it. Hole three is a series of bunkers guarded by Bow-Wows. If the



■ The courses are truly breathtaking

ball goes in there, it's getting eaten, so watch out.

The Normal course opens with an average golf hole. The second tee looks out into a Stonehenge-type area and hole three skirts along an Isle Delfino-style beach.



■ They really shouldn't let people like this on golf courses. It lowers the tone

We had no problem crashing the ball in a straight line off the tee with Mario, but characters like Wario and Peach naturally curve the ball. The pans and sweeps are great and then you're in close to the green.

The short game rocks. No other word for it. The slope of the green is brilliantly illustrated with a series of flowing arrows and you've got a great amount of control over the power as you pitch in at the cup.



■ In the next frame you see her pants



■ 'Fore!' Try not to kill other golfers

"NOM OPINION"

For us, this was one of the stars of Nintendo's line-up. We just wish it was coming a whole lot sooner.

STAR FOX 2

Format: **GC** Release: **2004** Game genre: **Shoot 'em up**

We hope they take their time on this. Based on what we saw at E3, Namco might be cocking up *Star Fox* big time. To be fair, they only showed a basic four-



■ Star Badger would kick Fox's ass

player deathmatch: Fox, Peppy, Slippy and Krystal waging war in a futuristic base. It was basic run-and-gun stuff, but looked little better than an N64 game.

We liked commandeering a Landmaster and chasing Fox around in that, and there was also an Arwing meaning the deathmatch was played out in the air as well as on the ground. Overall though, we were very underwhelmed. We're hoping the main game is so revolutionary they need to keep it hidden, or something.

"NOM OPINION"

Rare did a good *Star Fox* game, but Namco isn't looking like producing the truly great one we crave.

BEYOND GOOD AND EVIL

Format: **GC** Release: **September** Game genre: **Action adventure**



■ Jump into the laser? Instant death!

Cracking stuff this and continues the good form (Ubi Soft previously shined with *Spinner Cell*). *Beyond Good and Evil* combines a fantastic (French) fantasy style with nicely varied

gameplay. Stage one is pure combat, but the magic system makes it. A tap of **Y** has you ducking and swerving shots and it's instantly exciting.

The next stage has you dashing across rooftops avoiding laser fire and running in slow motion through explosions. Then it's time a hovercraft in a bargeous way, straining around a giant green monster billowing in and out of the water. The next level even has some stealth bits. And you can take photos for cash!

"NOM OPINION"

This looks cracking. It's an ambitious mix of game styles that's actually hanging together.

SOUL CALIBUR 2

Format: GC Release: **September** Game genre: **Beat-'em-up**

Just as we suspected, a few more words of English text didn't ruin what is obviously going to be the best GameCube fighting game yet. Our previous exposure to *Soul Calibur 2* was in last month's import review of the Japanese version, which our Tim scored a nine. The first English-language version kicks balls just as hard.

This weapon combat game just feels amazing to play. Nintendo guest star Link wields his Master Sword with a menace missing from *The Wind Waker* and the supporting cast, including gimp slasher maniac, Voldo, move with breathtaking fluidity. In a one-on-one scrap, it's primal.

Our time on the Japanese game meant we went into each fight with a strategy that went beyond mashing every button like we were beating the poor controller to death. Gladly, those mad skills paid off as we deflected the brute force attacks and replied with deadly technique.



■ Ivy reels in terror as Link attacks. Who'd have thought a boy dressed as a garden gnome could fight so well?



■ That's not what Voldo usually looks like (says *NOM's* Dom). Maybe he's wearing a cool new suit...



■ Two supple ladies, working up a sweat. Only stripping off and adding some oil would improve this



■ It looks like that big lump Astaroth is going to regret calling Link a 'fairy boy'



■ After the invite in for coffee, things got nasty. That's what happens when you cop a feel

We were more interested to see how the Weapon Master mode shaped up in English. That was the one part of the Japanese game it was impossible to get the best out of. Basically it's a single-player story quest, with each match yielding money to spend on cool new weapons.

Weapon Master mode is split into a series of fights, some of which have very specific objectives – it's not enough to kill the poor guy anymore, you've got to end the bout with a very specific special move, that sort of thing. Get the picture?

Where previously the briefings were in crazy Japanese text, we now know why Lizardman wouldn't go down despite us smashing his leathery arse around stylishly for a good minute and a half.

The English text also means you can read the unique story that pins together each character's quest. We don't reckon a Hollywood studio is about to go battering down Namco's door in a stampede to sign up the game's scriptwriters, but at least it puts your senseless violence into some sort of context.

**"NOM
OPINION"**

We still think *Soul Calibur 2* is going to crack your head open with its blade of joy. It'll hit the UK soon.

VIEWTIFUL JOE

Format: **GC** Release: **September** Game genre: **Beat-'em-up**



■ Viewtiful Joe has the best effects... ■ ...and some impressive bosses

Another month down the line and this game doesn't show any signs of getting any less mental. More play time means more bosses and it was something of a surprise to be squaring off against a giant B-movie bat.

The creature swooped across the screen, attempting to knock us out before smashing into the ceiling and showering us with a hail of stalactites. Quick as a flash, Joe kicks the debris back at the bat and watches him wail in anguish, before using the Slow Down skill to leap into the air and pummel bat-boy in the chops.

**"NOM
OPINION"**

This has got niche written all over it, but if you've got the smarts to let the love in you'll be in arcade heaven.

MARIO & DONKEY KONG

Format: **GBA** Release: **November** Game genre: **Platformer**

We got the chance to go through the first eight stages of this clever little title, including a battle with an angry DK. The levels are single-screen puzzlers with you guiding Mario through various coloured-switch pushing and jumping exercises in order to get to a crystal and escape through the exit.

In the later levels we were accompanied by a gang of six tiny Marios that can get to the places big Mario can't reach. The boss battle saw us lobbing barrels at DK, whilst the angry

ape bashed away at switches, turning platforms on and off and making our job much more difficult.



■ The graphics are first-class, just as you'd expect from a Mario game

**"NOM
OPINION"**

It really is good fun that will test your reactions and mess up your brain. Perfect Sunday afternoon gaming.



■ Quick! Protect the Turtle's head!



■ The comic book effects are cool

TEENAGE MUTANT NINJA TURTLES

Format: **GC** Release: **October 2003** Game genre: **Beat-'em-up**

Not so long ago, ninja turtles were it and this could go a long way to bringing them back. Taking its inspiration from an old four-player arcade game, *Teenage Mutant Ninja Turtles* is fairly

basic slash-and-dash stuff. But it's still cracking fun.

There's no great science here, just some neat combos so jack in and kick some arse. Turtles are still cool, unlike He-Man, who's a gimp.

**"NOM
OPINION"**

Heroes in a half-shell...TURTLE POWER! This should be a nice little beat-'em-up when it arrives.

PHANTASY STAR ONLINE EPISODE III: C.A.R.D. REVOLUTION

Format: **GC** Release: **2004** Game genre: **RPG**

After making a choice between the Hero or Dark set of cards, we were transported to a small windmill battle arena. Here we realised that *PSO III* is a 3D *Yu-Gi-Oh!*-style card-battling game, perfect for online play.

Our Hero deck allowed us access to some insanely big weapons, but our opponent, using the Dark deck had

obviously played before as he unleashed a horde of vicious beasts upon us. Loser nerd...



■ This is all, like, so totally *PSO*

**"NOM
OPINION"**

If this is all *PSO III* is then its offline scope is seriously limited, but it should still make a splash online.

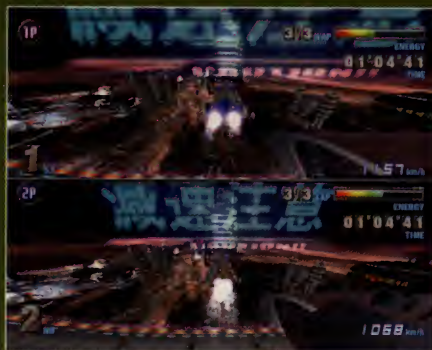
F-ZERO GX

Format: GC Release: 25 July 2003 Game genre: Racing

Do you know how the boost works? a fit, chirpy Yank said to us as we stepped up to get our grubby mitts on *F-Zero GX*. 'Listen lady, if I didn't know how to use the boost button on this classic racing game then I wouldn't be here, so get out of my face and let me have a go.'

Actually we didn't say that, but if we had it would have been bloody funny. But what was bloody good fun was getting another play on *F-Zero GX* and lifting the lid on a few more surprises.

Two game modes were available to play, Single Race and Vs mode. But those of you



■ Two-player is showing no signs of slowdown...



■ ... and is playable in vertical or horizontal mode



■ Falcon loved to sit in the cockpit, even though he'd lost his licence for hitting a space-bus full of alien nuns

worried that this will be too much like the N64 version will be pleased to read about Story mode. This one-player option will add some much-needed longevity to the game as you are challenged to complete various missions, such as beating your nearest rival in a head-to-head race.

After that it's on to select one of five opening craft, Blue Falcon included, before choosing whether to have a ship with a higher maximum speed or quicker



■ What's that guy in 6th supposed to be? A mole?!



■ Start your engines... this even beats pod-racing



■ Four-player *F-Zero* mayhem. Blink and you lose

acceleration, just like in the N64 version.

Of the three tracks, *Vogal Palace* is a roller coaster ride of terror. Hitting 1,400 km/h on the track's sheer drops is pain-staining at its best, but when you've got a split second to switch to the opposite side and hit the speed boost you'll be going mental as you miss the track sides by inches and climb a place or two.

But that was on the third time of trying. The first time we had to retire after getting intimate with the energy-sapping sides for far too long and the second saw us diving into the abyss below after mistiming the



■ Falcon leaves in disgust after taunts about his sexy yellow boots go too far

moment to switch, thanks to granny reactions. Every track is about learning where the turns are, while checking to see if anyone has cut you up and using your spin or slam attacks to sort them out. To say it's fast is an understatement. Amusement Vision have created a supersonic feast at 60 frames a second without any slow-down. Within seconds of the start you'll be bracing yourself for the G-forces.

Watching your craft boost past your rivals is an exhilarating gaming moment, but watching the track and ship details zoom with the lightning effects is truly amazing to look at. This is how you lost properly, Nintendo fans! CHECK US OUT! WATCH HOW WE TAKE YOU ALL ON!



■ All the other drivers laughed at Captain Falcon because he never washed



■ If F1 drivers looked like this lot...



■ ... we might watch it once in a while



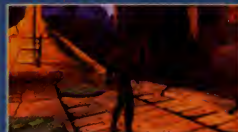
"NOM OPINION" Too fast? Too furious? Think nothing of it. *F-Zero* is shaping up to be a game filled with challenge and mayhem in its most volatile form. We like it a lot, but you knew that already.

SPHINX

Format: **GC** Release: **Autumn** Game genre: **Action/Puzzle**

We were shown this in a sweaty back room; THQ should have been shouting about it from LA's rooftops. An Egyptian feast awaits you...

The sword fights are fast paced – think *Zelda* – and there's a hilarious sidekick Mummy who can be squashed, shrunk, set on fire and even electrocuted in the days before electricity. Hmm... Wario rip-off he may be, but it's funny all the same and adds a whole new slant to each level.



■ The ancient Egyptian look should work well

"NOM OPINION"

Think what *Star Fox* should have been. Add Eurocom. It's a hit.

SPAWN

Format: **GC** Release: **TBA** Game genre: **Action adventure**

Based around the ever-popular comic book, *Spawn* is a solid third-person action game that puts you in control of the black menace and every one of his cool guns.

We found ourselves in a small room, surrounded by enemies that we simply had to destroy. They dropped some objects needed to open a door, which led to an enormous wheeled boss that we couldn't kill. So we died. But we liked it.



■ Big guns and masks, like all our dreams come true

"NOM OPINION"

Perhaps a slow burner, *Spawn* seems like good fun to us.

SWORD OF MANA

Format: **GBA** Release: **TBC** Game genre: **RPG**

Nobody makes RPGs as well as Squaresoft do and *Sword of Mana* continues that strong tradition. It's great because it disguises the tedium of turn-based battles by letting you roam freely as you fight.

You can't attack constantly, but you have the freedom to dodge. Little numbers flash up when you hit a monster with your sword, but honestly it's more like *Legend of Zelda* than *Final Fantasy*.



■ Temple of Doom meets RPG heaven. We like it

"NOM OPINION"

Looks good. Fingers crossed for another *Super Mario* RPG!

SE Will *Dead to Rights* on GameCube be a stone-cold killer or a dead duck? Find out on p58.

REVIEWED 07/2003

GAMECUBE

- p58** *Dead to Rights*
- p62** *F1 Career Challenge*
- p64** *V-Rally 3*
- p66** *Sonic Adventure DX Director's Cut*
- p68** *Black & Bruised*
- p69** *Speed Kings*
- p70** *Enter the Matrix*
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GAME BOY ADVANCE

- p74** *Donkey Kong Country*
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- p78** *Aero the Acrobat*
- p78** *Gadget Racers*
- p79** *Sega Arcade Gallery*

Nintendo®

REVIEWS

WE PROMISE THAT EVERY GAME HAS BEEN THOROUGHLY TESTED BY THE EXPERTS AT NINTENDO OFFICIAL MAGAZINE AND NOW WE'RE REVIEWING IMPORT GAMES, TOO.

HOW WE SCORE

Games are now scored out of ten. Titles that score nine or ten out of ten will receive our new TNT (Top Nintendo Title) award.



- 10** **TNT: GOLD**
Gaming perfection
- 9** **TNT: MUST BUY**
Almost perfect
- 8** **HIGHLY RECOMMENDED**
- 7** **GOOD**
- 6** **AVERAGE**
- 5** **COULD BE FLAWED**
- 4** **POOR**
- 3** **DIRE**
- 2** **DISASTROUS**
- 1** **A DISGRACE**

What to expect from each game

Watch movies using the internet link

We always tell it to you straight

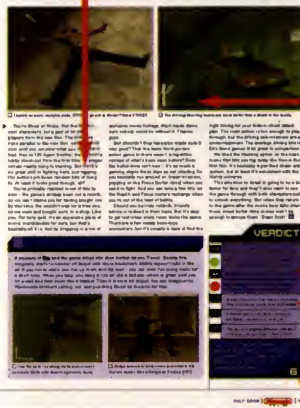
You'll know if it's for GC, GBA or GBC

What box to look for in the shops

Number of players, sound support, memory blocks (GC) and carts needed (GBA)

How much, when it's out and who is publishing it

ENTER THE MATRIX



The biggest and best screenshots

Best and worst aspects of the game

Is it worth it? Is it fun? Will you be on it for ages?

Games are scored out of ten, instead of 100%

HOW OUR OFFICIAL REVIEWS WORK

LOG ON

www.
deadtorights.com

IN BRIEF

A cop wronged, vengeance sworn, death on the cards. You are Jack Slate, a framed cop out to avenge the murder of his father at the hands of a brutal gang boss. Action aplenty awaits in this all-out action adventure.

DETAILS



1 Player



10 Blocks

Price:
£39.99

Release:
16 July

Publisher:
Electronic Arts



The 'And F'n Stay Down' manoeuvre... self explanatory

DEAD TO RIGHTS

BECOMING A CHAMPION GAMING DECATHLETE COULDN'T BE EASIER WITH JACK SLATE'S TEN-POINT ACTION PLAN.

GameCube's for kids, right? Oh yeah, that must be why by the end of the first hour playing *Dead to Rights* we'd gunned down 20 builders, infiltrated a lap-dancing club and made a girl do her thang, ripped up a night-club, been thrown in the slammer, and escaped by whupping the guards and fleeing the electric chair. *Dead to Rights* is everything that *Enter the Matrix* should have been, with more guns, more fights and more crazy titties.

The game opens with a very Hollywood intro movie, reminiscent of *Se7en*, with choppy, rough cuts and shaky camera work. From there it's straight into the action with a highly-charged tutorial sequence. Jack Slate, the main man, has all of the usual run, dodge, auto-aim skills that the everyday video game cop

A TIP TO GET YOU STARTED

It's tempting at first to just run into situations, all guns blazing and on a few occasions, this is the thing to do. But it's not always the case. You should take time to scope out the enemy positions - they aren't random - and then formulate an attack plan. One of the most useful skills is the slow-motion dive, especially good in wide-open spaces.



☐ Lock and load, baby



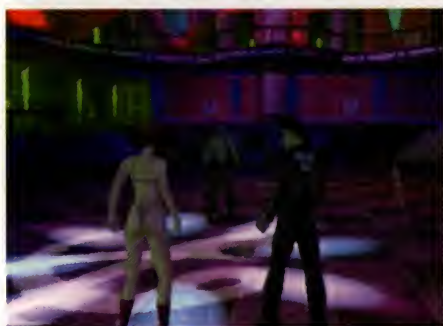
☐ 'Fire in the disco!' 'No, not really!'

NINTENDO
GAMECUBE

□ In the prison block, men were forced to fight over who got first read of the latest issue of *NOM*...



□ Keep shooting this guy in the back and maybe his mates won't mind... ummm, maybe not then



□ Jake couldn't decide which one to take home with him... for god's sake open your eyes, man!



□ 'When I'm cleanin' windows'. If only someone saw George Formby there, they could put a cap in his ass

► possesses, but he also has a few special tricks up his sleeve.

For starters there's Shadow, a canine sidekick who's capable of disarming enemies in a shower of blood and bringing their weapons back to you. He has a limited number of uses in the levels, but with the bullets flowing thick and fast you'll certainly need to use him to stock up on ammo.

Jack has also borrowed some tricks from Max Payne and his ilk with cool-looking, slow-mo dive-and-disarm manoeuvres. Whilst in mid-air, Jack should be able to target multiple enemies and take them down. This doesn't always work in practice, but in extreme situations it certainly beats being turned into a lead-filled corpse and shoved in a box. And should you ever run out



HIDE AND SEEK

Hiding behind walls is nothing new, but in *Dead to Rights* it actually works. Pressing **X** will make Jack turn his back to a wall and you can then sneak to the edge and peer out to see if any bad guys are there.

If they are, hold down **R** to target an enemy and then blast away. Letting go of the **R** button will make Jack return to his hidden position, safe from harm. And it makes you feel pretty damn cool, too.



□ Umm.. you've been hiding there for three hours, Jake... I think he's dead by now



□ 'I don't approve of it in the workplace'. Isn't that the same jacket that David Brent wears?

of guns or get short of energy you can perform hand-to-hand moves and grab goons to use as human shields.

We also love the Disarm moves, they are super sweet. If you approach an enemy unarmed and press **X** you'll take their gun. Simple. But there are loads of different combos to learn, our particular favourite being the 'And F'n Stay Down' attack where Jack beats a guy to the floor, puts a machine gun to the back of their head and lets rip. Politically incorrect, but highly effective.

Another interesting addition is the inclusion of skill-based reaction test puzzles. From hot-wiring a JCB to defusing a selection of bombs, these parts of the game provide a welcome relief to all the blazing gun action that's gone before without being a total waste of time, either.

But after all's said and done *Dead to Rights* is about guns and there are literally hundreds of them in the game. In the space of a single stage it's possible to have gone through more hand cannons than an armed battalion. As one clip empties, Jack coolly tosses the used piece aside and pulls out another lead-spitting monster.

Your fallen foes handily leave their guns on the ground and you'll get used to sweeping up after you're done your killing. This is important, because it's vital that you replenish your death-dealing supplies now and then.

Sadly, whereas the gun-based combat is a great laugh, the hand-to-hand stuff feels awkward and particularly lacking in variety. The motion capture is generally good, but unarmed encounters usually boil down to bashing **A** and **B** buttons.

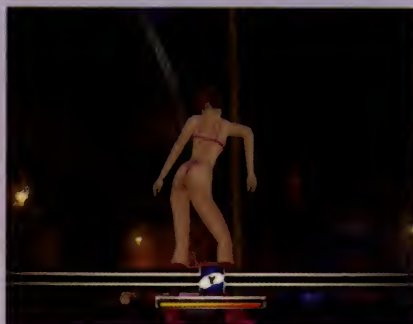


❑ 'Ha, ha, ha, ha, stayin' alive!' One way to beat enemies is to embarrass them with your dance skills

RHYTHM ACTION

The mini-games must be completed to continue your quest and you'll need a variety of gaming skills in order to succeed. The lap-dancing club sequence has you watching a bar running along the bottom of the screen and pressing buttons in time with the music.

There's also some tricky button-bashing to be found, especially in the prison where you have to become skilled in bare-knuckle fighting, punch-bag, weightlifting and arm wrestling in order to collect some packets of cigarettes to use as currency.



❑ 'Shake yer booty, girl'. Lap-dancing mini-games are quite clearly the way forward



❑ When you're in the slammer there's very little to do but keep beating your bag... day after day

Despite its balls-out action slant, *Dead to Rights* is no dummy, we can tell you. There are many adventure elements to the game that require plenty of thought, so you won't just be running and shooting. There's also a lot of trial-and-error to the levels – you'll die plenty of times, but as you do, your brain will be formulating a new plan of attack; 'should I use Shadow? Would a slow-mo dive work?

Shotgun or AK?'. No matter how many times you die there's something here that compels you to continue.

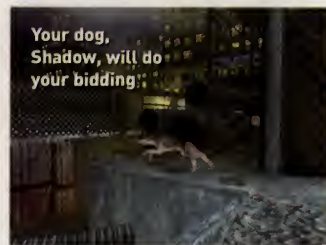
The story line may be a little cliched, but it does offer you a variety of environments in which to test your goon-killing skills. From the prison cells to the Chinese massage parlour, Jack certainly gets about a bit and the levels look varied and detailed, shaming



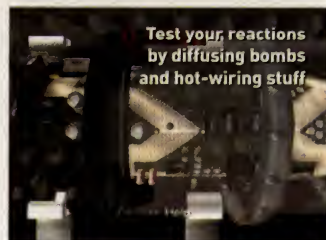
One of the many unpleasant things that go on in prison... be warned, kids, you don't want to know what the loser has to do...



Take this motor out from a distance



Your dog, Shadow, will do your bidding;



Test your reactions by diffusing bombs and hot-wiring stuff



NINTENDO
GAMECUBE



❑ Polystyrene weights make you look really strong



❑ 'Come 'ere, you!' Jake can use idiotic goons as a human shield, just like Saddam Hussein used to



❑ This is a sure-fire way of getting your club membership cancelled, unless you can hide the bullet holes...

the dull and lifeless environments of *Enter the Matrix* (reviewed on p70). The main characters move in a slightly stuttering manner and the camera can occasionally frustrate you, but it's really not enough to spoil the enjoyment.

Gameplay is enhanced by clever pacing and a rousing soundtrack. The all-out action

sequences are tempered by the more cerebral sections and just when you think your fingers can't deal any more death you're usually treated to a brain workout, giving you a chance to catch breath.

Dead to Rights looks a little bit on the shaky side. The character models and animation are nowhere near as polished as

some other GameCube titles, and the excitement is short-lived – there's about six or seven hours of gameplay if you only go through it once. But that can't stop Jack Slate's vengeance mission from being an absolute riot, filled with action, adventure and more claret than a French chateau's wine cellar. **Dominic Wint** NM



❑ A homage to *The Matrix*'s lobby scene? Maybe, but *Dead to Rights* is far superior to *Enter the Matrix*

VERDICT

GOOD



There's a great balance of action, adventure and puzzling. It's fun. Full stop. It's not for kids, this game is filled with neck-breaking, gut-spilling violence.

BAD



It looksropy in some places with angular characters and jerky animation. If trial and error isn't your thing you might be in trouble here.

FUN

Like shooting guns? This is for you. A member of Greenpeace? Maybe not.

VALUE

It's not as big as *Enter the Matrix*, but this is by far the better game.

LIFE

It's a bit short. Only die-hard fans will go through the game on all four settings.

Dead to Rights will consume you and leave you drained. The action alone is enough to break you, but add in the brain work and this is a total gaming workout.

8

LOG ON

www.uk.ea.com

IN BRIEF

It's F1 with a twist – this time you can't just be Schumacher, jump in the Ferrari and win. Now you'll have to earn your spurs and work like an enslaved alsatian if you want to succeed.

DETAILS



1-4
Players

5
Blocks

Price:
£39.99

Release:
27 June

Publisher:
EA

F1 CAREER CHALLENGE

EVER FANCIED YOURSELF AS AN F1 STAR? WELL KEEP ON DREAMING, SUNSHINE, IT AIN'T GONNA HAPPEN. NOT IN THIS LIFETIME.

Here's a tricky poser for any F1 fan: how many times have you seen a driver qualify in last place, a full eight seconds behind pole and then race from last to first in the first two corners? The answer's never. But we managed it four times in the first six races. That's realism!

The jammiest career in sport is now available to play on GameCube: drive fast cars, kiss pretty girls, sit on luxury yachts, it's all here. Well, the first one is anyway.

F1 Career Challenge plays like last year's *F1 2002* with some extra bits bolted on. As a rookie driver you first need to obtain your Super Licence by completing a series of tests – you'll get through them in half an hour. From there you choose a team (we opted for Sauber Petronas) and attempt to prove yourself out on the asphalt.



Wow! What a lovely piece of not-in-game footage...



The most extreme view of the action just shows how bland everything is...



... but realistic smoke effects give the game some sense of authenticity



This view, always the favourite of driving-game wimps, is the easiest to use



Two-player action always livens things up a treat, but it's no *Burnout*



Come on. Nobody would choose to look like that. Got any Tom Cruise?

NINTENDO
GAMECUBE

CRASH... UP... AHEAD... LOOK... OUT

You're given a constant running commentary from the pits by your chief mechanic. Every second of the race he's there to tell you about accidents, crashes, the position of your team-mate and to remind you to come into the pits when you need to.

Amazingly, unlike some previous F1 games, his advice is quite useful and reasonably up-to-the-minute. There's the odd exception of course, like when you're facing the oncoming traffic and he helpfully informs you that there has been a spin in sector two... 'it's me you idiot!'



☐ Yeah, you'll get out of there no problem, mate. Right-hand down, full-lock now...



☐ If it gets too wet you may be unable to finish. Choose your rubber carefully



☐ Rubbish car! Benetton should stick to making brightly coloured clothes for mums



This is no place for a three-pointier, Michael. Worst. Turning circle. Ever.



Check out this bird's eye view of the pit – real F1 pit stops aren't even *this* exciting

► The career aspect means that you'll often be presented with a problem and have to limp back to the pits within a certain time. This is certainly a challenging aspect of an otherwise ordinary game and so are the interactive pit stops where you have to closely follow the on-screen instructions to complete a pit procedure.

The challenge is maintained by your team bosses who are eager for you to do well and they'll set you a target at the start of each race. A good performance means your value increases and you become more desirable to the other teams. You'll also earn points that allow you to buy extras like new helmets and engine upgrades.

But apart from the new career aspects, this game is the same as *F1 2002*. The race graphics are adequate, but you'll laugh like crazy at the shoddy cut-scenes. The handling is suspect, with the steering having a jumpy feel, rather than the smooth movement you want. *F1 Career Challenge* is no worse than EA's last F1 sim, but sadly it's no better either, even with the new features. And that's just not good enough. **Dominic Wint** NUM

VERDICT

GOOD	<ul style="list-style-type: none"> Career features add something to the package and interactive pit stops are fun. Competition from team-mates as well as your team's targets pushes you along.
BAD	<ul style="list-style-type: none"> It's really just <i>F1 2002</i> v1.1 – the game chugs along and the graphics are bland. Steering is twitchy – it's all or nothing making smooth motoring difficult.
FUN	Fun? Only if you're a true F1 fan – some of the challenges are truly masochistic.
VALUE	It's the best F1 game on GameCube, but only the second to be released.
LIFE	Get into the racing groove and there's plenty of game to keep you interested.

For GameCube-owning F1 fans this is really the only option, sad but true. But if it's high-quality driving you're after, then you'd be better off buying *Burnout 2*.



LOG ON

www.v-rally.com

IN BRIEF

V-Rally 3 aims to place you right in the shoes of a real-life rally driver, giving you your very own career to develop. Sign a contract with a rally team and race your way to success. Impress bigger teams with your performance behind the wheel, then sign a deal with them. But where the career structure feels ultra-realistic, the all-important handling of the cars is a bit suspect.

DETAILS



1-4 Players



158 Blocks

Price:
£39.99

Release:
27 June

Publisher:
Atari

V-RALLY 3

THINK SMASHING UP FAST CARS IS A LAUGH? WELL, YOU'LL LIKE THIS, BECAUSE YOU'LL NEED NINJA SKILLS TO FINISH WITHOUT CRASHING.

The GameCube is yet to get a rally game of justice, so we had high hopes that *V-Rally 3* would deliver the much-needed powersliding action.

When the original *V-Rally* came out on PSone, it was very tough. The cars swung around like nobody's business so you daren't try powersliding around corners or you'd eat tree. The cars were given more weight in the sequel, making it easier and more realistic to throw them around, which was fun.

Now *V-Rally 3* has arrived on the superior Nintendo GameCube, but instead of improving on what was done in *V-Rally 2*, when it comes to the car handling, it seems to have taken a step back in the direction of the original. Why, you say? Because it took us five darn attempts to get through a single run without ripping a wheel off or rolling down a cliff. Yes, it's tough, but is that because it's incredibly realistic? No, not really. It's because until you adapt your skills to the handling in this game, the rear end of your motor will swing about like a dog's tail.

If you put the steering sensitivity down a notch and avoid the handbrake like a deadly disease it's a bit more playable. But why should a player have to sacrifice handling responsiveness just to make the



❑ Great sound means you can hear the co-driver crying for his mum when you crash

game playable? It's wrong. All wrong.

The Career mode is the shining point of *V-Rally 3*. As an up-and-coming rally car driver, you have an office with a computer where you receive e-mails from rally teams. Do trials for a team and sign a contract with them to get racing. If you then go on to win lots of races, earning plenty of juicy points for your team, you'll attract the attention of bigger teams, who will sign you up if you pass their trials. Get yourself into a

top team like Subaru or Mitsubishi and all you have left to do is win the championship. The whole system has been done brilliantly and you really will feel like you have a career in motor racing.

Atari have also opted for a harsh-but-realistic approach to car damage. If you're into realism, you may appreciate having one of your wheels smashed off after just one collision with a rock or tree. But while this is closer to what would



❑ 'Left, right, easy right... um, did you bring a map, 'cos I didn't.'



❑ Look how far you can see – no fogging or pop-up here... nice

NINTENDO
GAMECUBE

I WANT TO BE... A TREE

Although the handling is more playable in *Rally Championship* (7/10, issue 126) that game's dull visuals don't come close to the detail in *V-Rally 3*. The environments are large and run way into the distance, packed with trees, buildings and other scenic niceties, all running with no slowdown. The cars look great, with some detailed bodywork damage and the mud-splatter is better than anything else on GameCube. You'll even see the odd deer.



❑ There's a full English village to speed around, much better than anything we saw in *Rally Championship*



❑ Select your motor. Unfortunately there are no smelly-bass sound systems or undertights on offer here



❑ Worship the Focus, just like *NOM*'s Mike Jackson. In an ideal world, Mike's own Focus would be painted all over with naked ladies and have 19in wheels, scrubbing the bodywork when he went around a bend



❑ Out for an evening drive with the wife and nippers, handbrake turns will keep the family happy



❑ Get driving around continental towns and see how many foreigners you can flatten along the way

▶ happen in real life, in a game where mistakes are common, it's a bit too harsh. You'll also be unable to continue, meaning one bad crash can affect your entire career.

This is why *V-Rally 3* really shoots itself in the foot with its accident-prone handling. We found the main challenge was to get through a stage without making a wreck out of our motor, rather than concentrating on times and championship points.

Anyone into the realism side of games may like the damage, but they'd also expect better handling in a rally game that's aiming for authenticity. It's not disastrous, but it could've been much better. **Mike Jackson** *NOM*

VERDICT

GOOD	■ Check your e-mail from rally teams: all that career stuff... it's cool (V-view)
+	■ There's loads of impressive detail in the scenery – the mud splatting is good
BAD	■ With over-sensitive handling, the biggest challenge is staying on the road
-	■ Let's be real: right? No, you'll SMASH! One crash and your season could be over
FUN	■ Master the controls and get into a good team – you'll enjoy thrashing the fast cars.
VALUE	■ Plenty of cars to drive and all the tracks you'd expect from a rally game.
LIFE	■ The Career mode will keep you hooked as you try to establish yourself as the daddy.

With a great Career mode and nice graphics, *V-Rally 3* should have been a hit, but it's let down badly by some twitchy, poorly designed handling. A pity.

7

IF YOU LOOK ANYTHING
LIKE ME, SEEK MEDICAL
ADVICE AT ONCE

LOG ON

www.
sonic-dx.com

IN BRIEF

Well, it's Sonic isn't it? He'll run fast, he'll jump, he'll roll and he'll stomp on Eggman's ass as usual. You'll also get to play through separate adventures for Tails, Amy, Knuckles, E-102 Y and Big the Cat. It may not be the killer Sonic game that fans are waiting for, but it's an improvement over his previous GameCube adventure, *Sonic Adventure 2 Battle*.

DETAILS



1 Player
9 Blocks

Price:
£39.99

Release:
Out Now

Publisher:
Sega



On his Summer holidays, Sonic liked to... run really fast down a hill, collecting shiny rings. Get a life, you gold-obsessed, quill-haired moron!



SONIC ADVENTURE DX DIRECTOR'S CUT

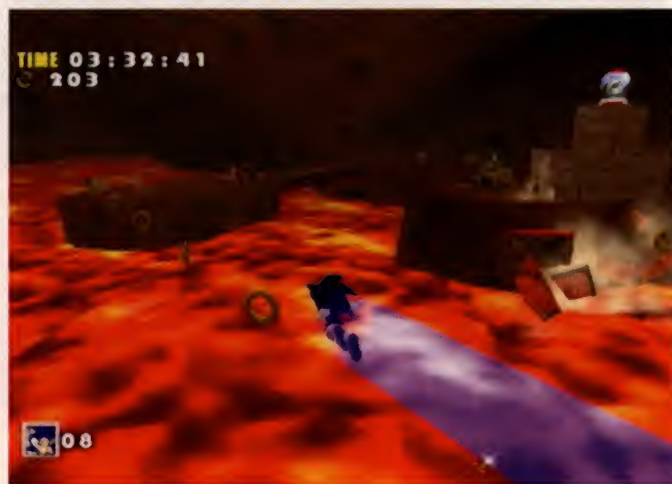
GAMECUBE GET ITS SECOND HELPING OF SUPERSONIC SPEED CARNAGE – A TREAT FOR THOSE DISAPPOINTED WITH HIS PREVIOUS ADVENTURE.

Sonic was our enemy. Now he's our friend. But his GameCube debut in *Sonic Adventure 2 Battle* didn't do his name justice in the world of Nintendo – it was a port of the shoddy Dreamcast game that came practically unchanged in its move to the superior GameCube hardware.

Sonic can run fast. That's the whole point – if he can't sprint through the levels, it's not worth playing. But with much improved physics, Sonic can shoot through most stages at a frightening pace and it's far smoother than in *Sonic Adventure 2 Battle*.

But as well as Sonic's common antics, Tails, Amy, Knuckles, E-102 Y and Big the Cat get their own adventures. Tails' adventure is just like Sonic's, but he takes a different path through the high-speed levels. Amy has a hammer which she uses to slam enemies whilst fleeing a pursuing robot – she's much slower than Sonic or Tails, so escaping the robot is a suspenseful effort.

Knuckles must find buried Emeralds in sprawling environments with the help of a bleeping radar, but unless you find them quickly, this can be a tedious adventure. E-102 Y is a robotic creation of Dr. Eggman with fat rockets, sent on a slow-paced hedgehog hunt. And then there's Big the Cat. When his pet frog goes A.W.O.L one night, he sets out to fish the little critter out of huge pools of water with his rod. This is,



Volcanologists weep – Sonic can run so fast the lava won't burn his sneakers



Hit a huge, spinning blade and the window cleaners will be busy for weeks



NINTENDO
GAMECUBE

FLY LIKE A KITE, SONIC

Sonic Adventure DX is packed with loads of mini-games that you'll encounter as you tackle the different adventures. These vary from a cool flying shoot-'em-up level in Tails' aeroplane to a

bumper car race. Finish them in the main adventures and you'll unlock them for use in the Trial mode. That means you can jump in and replay them whenever you like.



❑ Sonic takes to the slopes on the snowboard we didn't know he had. What else ya got hidden, Sonic?



❑ The resourceful hedgehog used millions of tubes of superglue to stick his shoes to Tails' biplane



❑ Okay, so it's not exactly an *F-Zero* beater, but the bumper cars still rock – just like in real life



► in most parts, super boring, but the prospect of unlocking new features will drive you to finish all six adventures.

With a Chao Garden similar to *SA 2 Battle* where you raise Chao – downloadable to the GBA – and 12 retro *Sonic* games all unlockable, *DX* is a hefty package that should keep *Sonic* nuts amused for weeks.

Unfortunately, the camera is still a problem – one of the major flaws of *SA 2 Battle* – and something that Sega has failed to rectify since the Dreamcast version. Regardless, with smoother, faster gameplay, and improved visuals, this brings fans the speed and enjoyment we expected from Sonic's last outing. **Mike Jackson** NR



❑ Like many an ageing hedgehog, Sonic's eyes were now failing him – the huge rings are right there, man!



❑ The sewer's clean now, but Sonic will soon be facing cartoon-style syringe-monsters and diarrhoea devils

VERDICT

GOOD	■ Improved levels mean you can race along faster than in <i>Sonic Adventure 2 Battle</i> .
+	● 12 unlockable <i>Sonic</i> Game Gear games all <i>Sonic</i> fans should be proud about this.
BAD	■ Camera glitches are still around. Not a fatal problem, but occasionally annoying.
-	● Six adventures is a cool idea, but all except Sonic and Tails' levels are boring.
FUN	Rocketing through Speed Highway is a good buzz – we play it over and over.
VALUE	Six adventures, Chao games, GBA link-up 12 old <i>Sonic</i> games all in one. Bargain!
LIFE	You'll need to finish all the adventures to unlock every extra in the game.

Sonic Adventure DX Director's Cut is far from perfect, with some niggling camera problems, but this is much faster and more fun than *Sonic Adventure 2 Battle*.



LOG ON

www.
blackandbruised
.com

IN BRIEF

Usually when a man beats on a lady, Social Services get involved and somebody goes to jail. Here though, it's okay because... it's a cartoon! Are you laughing yet? Well, you might be by the end, because this toon brawler is actually quite funny.

DETAILS



1-2
Players



1
Block

Price:
£39.99

Release:
20 June

Publisher:
Vivendi



❑ 'I called him a ponce and now I'm calling you one... PONCE!'



❑ ... Irish stereotype Mickey McFist – a nice guy to meet in the pub

BLACK & BRUISED

WALT DISNEY MEETS *FIGHT CLUB* AND GETS HIS HEAD KICKED IN... NICE.

We're not going to moan that it's cel-shaded – a cartoon style done well is deserving of respect. No, this is a cracking looking game – big fighters move well with bags of character. No complaints here.

The fighting system is a little bit basic, though. There's a variety of

moves on the pad, but you get better as you learn to hit the buttons faster – there's no great skill involved, just pad battery. That poses problems for long-term appeal, but for a quick two-player mash-up it's just about all you need and comedy power-ups will let you punch with poison fists and rack up combos like a maniac.

Unfortunately a lot of the drama of actually winning a fight is sucked away. As the count gets to seven, you start to hope the other guy isn't getting up. We guarantee he is though, because if you knock a man out it tells you straight away. Any sort of count action means the fight isn't over, so when a fight ends it's a real anti-climax: 'Oh, I won', rather than howls of 'IN YOUR FACE!'

But let's get back to what's good. Each fighter is well designed, especially Mexican gimp, El Luchador. Hit the fat black guy and burgers spin around his dazed head; clichéd Irish brawler Mickey called us a 'poofter'; and the lady fighters all have nipples like bullets. You get to box out their life stories too and each one is a giggle – if a little easy to batter through. **Dean Scott**



❑ When Big Men Fight: this could take time



❑ 'Oh my gosh!' The Yank sees Mick's teeth



❑ Geri Halliwell has found her true calling – as a cartoon punch bag. Get stuck in!

VERDICT

GOOD



BAD



- The earliest looks redeem all-around – these toon faces have a lot of character
- It's simple to pick up and play. The fun is obvious – you don't have to train for hours
- It quickly turned into pad abuse, which is bad news – Rocky fights a far better boss
- Where's the drama at the end of a long, close fight? Why does it just... end?

It's always a dangerous move to play the comedy card, but this is funny stuff. With a bit more finesse in the fighting, Rocky Balboa might have had a challenger.

7

NINTENDO
GAMECUBE

SPEED KINGS

THOSE CRAZY SCIENTISTS HAVE SPLICED *BURNOUT* WITH *EXTREME G-3!*

With what feels like a speed camera for every man, woman and child in the country, the days of illicit street racing are over. So, speed addicts should grab a GameCube controller and sate themselves with the likes of *Burnout*.

But if you like your thrills on two wheels then hang on for the release of *Speed Kings* – a hybrid of *Burnout*'s street racing and *Extreme G-3*'s screen-warping superbike adrenaline.

Taking the best elements of both, *Speed Kings* is a fun racer, delivering ample speed and satisfying handling.

It's also instantly accessible thanks to an unashamed arcade feel: there are punch-ups at 170mph; you can cruise along standing on your bike's seat; or trigger a power-up and feel your eyes melt with the speed.

It makes for frantic and challenging race action, but it's dampened by unforgiving competitors with an annoying talent for pipping you at the post. There's also a two-player mode with all the usual features and while this is a bit of a bandwagon jumper it's also a good game that nicely fills a two-wheeled niche. **Rich Marsh**



❑ Get back on and go for it quick – there's an ice-cream van around that corner with only one '99' left



❑ Sliding wrecks the bodywork, but it's better than your knees, eh?



❑ Any attempt to jump this enormous green juggernaut will surely end in disaster... but give it a go anyway



❑ In your face! You can still hear Mr 1st Place laughing as your teeth cut a groove in the tarmac



❑ Awww... pwitty. Spend too long admiring the sunset and you'll be left behind

VERDICT

GOOD



BAD



❑ This is one path, *Burnout* and *Extreme G-3* combined with an arcade racer. The bikes handle really well and offer an exhilarating sensation of speed.

❑ These opponents can swing wildly and it makes you jump – it's annoying.

❑ And as with *Burnout* it has no cartoonish racing action to make it any more fun.

Speed Kings is *Burnout* on two wheels with stunts and fighting. It's a bit old, but what it lacks in originality it makes up for in sheer speed and excitement.

7

LOG ON

IN BRIEF

DETAILS

www.
acclaim.co.uk

Extremely quick motorbikes take to the streets for violence-laced racing. Insane speeding is further enhanced by smooth graphics and easy-to-pull tricks.

1-2
Players2
Blocks

Price:
£39.99

Release:
4 July

Publisher:
Acclaim

ENTER THE MATRIX

IGNORANCE IS BLISS, IT SEEMS. KNOWING THE TRUTH ABOUT THE MATRIX MEANS YOU CAN PULL SOME COOL SOMERSAULTS. THAT'S ALL.

www.enterthematrixgame.com

The game of the films, sort of. The story here runs parallel to that of *The Matrix Reloaded*, but you don't get to be Neo, Trinity or Morpheus. If the movie was a single, this would be the B-side. Still, it comes loaded with movie footage you'll never get to see in the cinema.

All I can see is my feet and a pair of blazing hand cannons as I leap backwards in slow motion. Every round flashes across the screen with a smoky trail, hitting in the faces and bodies of the SWAT team that just crashed in through a window. A minute ago I was running along the walls shooting, doing cartwheels, and diving and twisting in the air. I've been doing this for hours. It's fantastic.

These amazing combat sequences almost trick you into thinking that *Enter the Matrix* is a great game. But, like Keanu waking up bald in that incubation pod, the truth hits home hard. Why are all the levels so empty? Why does everything look so drab? What is the point of this driving section? How was I supposed to know there was a hole there? And where the hell is Neo?



Look it's Ghost! He was in the film for, like, eight seconds or something!

Brilliant design means you have to throw this guy just right or he disappears over the side with the gun that you need



1-2
Players



10
Blocks

Price:
£39.99

Release:
Out Now

Publisher:
Atari

NINTENDO
GAMECUBE

❑ There's no snow, vampire dude. Shall we go out to dinner? Get a STAKE?



❑ The driving/shooting levels are more awful than a death in the family

► You're Ghost or Niobe. Not the famous, cool characters, but a pair of bit-part players from the new film. The plot here runs parallel to the new film, which sounds cool until you consider what you could have had: Neo vs 100 Agent Smiths; the awesome lobby shoot-out from the first film; or proper virtual-reality kung fu training. But there's no great skill to fighting here, just tapping the buttons produces random bits of kung fu. At least it looks good though, eh?

You've probably realised most of this by now – the game's already been out a month, so we can't blame you for having bought one by this time. We couldn't wait for a free one, so we went and bought ours. In a shop. Like you. For forty quid. It's an expensive piece of movie merchandise for sure, but that's basically all it is. And by dropping in a ton of

exclusive movie footage, Atari made damn sure nobody could do without it. Thanks a bunch, guys.

But shouldn't they have also made sure it was good? That the basic third-person action game in there wasn't a repetitive retread of what's been seen before? Even the bullet-time isn't new – it's as much a gaming staple these days as cel-shading. So you basically run around on linear missions, popping on the Focus (bullet-time) when you need to fight. And you can take a few hits, as the Health and Focus meters recharge when you're out of the heat of battle.

Should you be truly rubbish, friendly advice is radioed in from base. But it's easy to get lost when every room looks the same. There are a few meaty boss-type encounters, but it's usually a case of find the

right timing for your hide-n-shoot attack plan. The main action is fun enough to play through, but the driving sub-missions are an embarrassment. The average driving bits in EA's Bond games look great in comparison.

We liked the Hacking option on the main menu that lets you tap away like Neo in the first film. It's basically a glorified cheat-entry system, but at least it's consistent with the *Matrix* universe.

This attention to detail is going to be a big factor for fans and they'll also want to see the game through with both characters just to unlock everything. But when they return to the game after the movie buzz falls silent, those sweet bullet-time moves won't be enough to amuse them. **Dean Scott** NOW

FOCUS ON THE GOOD BIT

A squeeze of **L** and the game drops into slow motion as you 'Focus'. Enemy fire magically starts to wander off target with those trademark *Matrix* vapour trails in the air. If you run at walls, you run up them and flip over – you can even run along walls for a short time. When you leap, you hang in the air like a balloon, which is great until you hit a wall and float down like a feather. Then it looks a bit stupid. You can imagine the Wachowski brothers yelling 'cut' and punching Ghost on the arm for that.



❑ Use Focus to run along walls and connect acrobatic kicks with deserving enemy faces



❑ Dodge around in bullet-time and brawls like this are easier than a Religious Studies GCSE

VERDICT

GOOD



■ The Focus effects really only you that *Matrix* feeling and the novelty lasts a while.
■ The soundtrack is a killer – just as good as the music you hear in the cinema.

BAD



■ Underneath the gloss, it's a basic and repetitive action game with tedious levels.
■ Ghost and Niobe are crap characters. Would you play *Seals* as Link's dad?

FUN

Bullet-time = fun. The rest = a bit boring. Play it while the movie hype still buzzes.

VALUE

A flawed game, but there are lots of exclusive cinematics to pore over.

LIFE

The game is slightly different with each character, so you might clock it twice.

The slick bullet-time effects rock, but the rest of the game is strangely underwhelming. It bears all the hallmarks of a rush job, so beware, *Matrix* fans.

6

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NINTENDO
GAMECUBE

LOS ON

IN BRIEF

www.
bloodrayne
.co.uk

An organisation called the Brimstone Society has hired BloodRayne, a half-human, half-vampire with exaggerated bouncing breasts, to brutally dispose of a Nazi conspiracy. It sounds cool, but expect nothing more than a mediocre action game.

DETAILS

BLOODRAYNE

CONTROL A VAMPIRE ON A MISSION TO SLAUGHTER NAZIS IN THE GORIEST MANNER POSSIBLE. BLOODTHIRSTY GAMERS, CHECK OUT *BLOODRAYNE*.

Bouncy boobs are nice, we reckon. But when we saw that the delectable central character's breasts are the only things that move smoothly in this game, we began to wonder how this

came to be. It seems those developer-types really know how to spend their time.

Playing as BloodRayne, an agile half-human, half-vampire girl, you are hired by the Brimstone Society with the task of killing a bunch of no-good Nazis. The highlight of the game has got to be the amount of gore. BloodRayne dishes out the death with a level of brutality we like. She can shoot any number of weapons, from shotguns to sub-machine-guns, but that's when she's feeling kind. Otherwise, she'll capture her foes with a harpoon cable, gnaw away at their necks for a drink, then slash them in half with her lethal blades. Pretty tasty stuff.

Murky and moody areas set a nice, haunting atmosphere and hacking up all the undead zombies, spiders and Nazis is as deeply satisfying as you'd expect, but the game's minus points really spoil the experience.

The character animation is, basically, crap (except for BloodRayne's springy big 'uns), moving with about as much fluidity as Worzel Gummidge with arthritis. And the camera is also a big, fat pain in the ass, particularly in small rooms and corridors. This makes jumping to small platforms over awkward. The action's not bad, but with no puzzles and a typical story line, don't expect much excitement from this. **Mike Jackson** NM



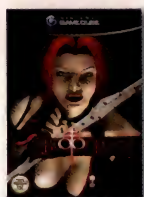
☐ *BloodRayne's* haunting, dark and moody atmosphere is a definite plus point



☐ See those? They're definitely the two best bits in the whole game



☐ Look at that blood! It's like it's raining blood. Hmm... great name



1 Player



1 Block

Price:
£39.99Release:
Out NowPublisher:
Vivendi

☐ More *Cure*, please! The goths loved a good dance after lights out in the dorm

VERDICT

GOOD



BAD



- Cool Mario-style bullet-time lets you see your brutal kills in time detail.
- BloodRayne's female assets have been given real attention to detail. Nice one.
- The real-time cut-scenes demonstrate how crappy the animation really is.
- The pointer at the top of the screen sometimes leads you into a wall. Useless.

BloodRayne has got all the action and it's got all the gore, but sadly it lacks that little extra bit of polish needed to make it a top-scoring title.

6



LOG ON

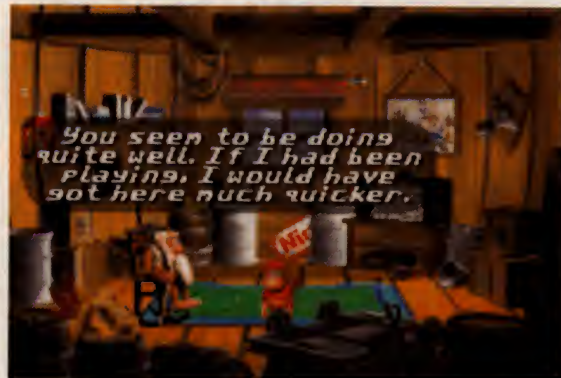
www.nintendo.co.uk

IN BRIEF

First a mega-hit on Super NES and then a less-than-starry appearance on Game Boy Color. Is there nowhere this archetypal 2D platformer won't go for fame and glory? Apparently not, as it now joins an army of Super NES ports on GBA.



☐ Diddy Kong stops to watch the primitive rain effects. Wow!



☐ Shut up and give me your banana pension book, old monkey man

DONKEY KONG COUNTRY

ATTEMPTING A WORLD-RECORD THREE APPEARANCES ON DIFFERENT NINTENDO CONSOLES, HERE COMES *DONKEY KONG COUNTRY* ON GBA.

We know Nintendo and Rare have fallen out and everything, but they probably shouldn't have let the work experience boy convert *Donkey Kong Country* in revenge. Look at the screens. Back in Super NES times, it looked like the best graphics ever. On GBA it's a fuzzy mess.

The luscious, layered jungles of yesteryear look like they've been hastily slapped together out of plasticine by a two-year-old. The once-stunning monkeys are now a low-res, shambling mess – you can't make out any detail. Who was it that said the GBA was basically as good as a Super NES again?

This is a pretty shoddy deal when you consider this is the third time Nintendo has released *DKC*, counting the Game Boy Color version of two years ago. Was it ever good enough to be worth this kind of treatment?



☐ If only all end-of-level bosses were this scary



☐ Deep in an abandoned mine – that's where *DKC*'s converters should live



☐ You're supposed to be monkeys – stop standing around and grab the fruit



☐ Catch the red fish. Not the yellow fish. What? Yes, the red fish. THE RED FISH!



Save anywhere to battery back-up



Price:
£29.99

Release:
Out Now

Publisher:
Nintendo



GAME BOY ADVANCE



GAME BOY ADVANCE

PRIMATE TRANSPORT

Rule number 13 of making a successful 2D platformer states: 'for the sake of variety whenever possible try and integrate different forms of transport.'

Nintendo and Rare aren't ones to ignore the rules – they wrote most of them – so throughout DK and Diddy's quest you'll find useful modes of transportation all sure to smooth your journey. First a rhino, then a swordfish and after that, a frog. Nice.



□ Grab an indigenous animal and jump on board...



□ ... you'll be able to ride along until you get hit



□ Normally a bee sting would be no problem, but these guys might be trouble



□ Don't hit the jagged ceiling. Make that mistake...



□ ... and there'll be monkey brains everywhere

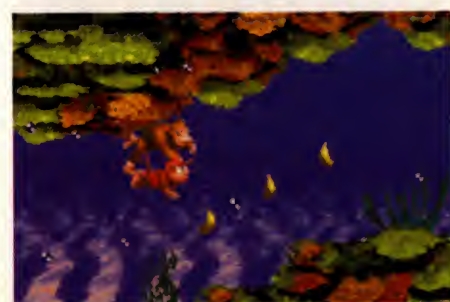
► It's an old-skool platformer with a threadbare plot that can be summed up in four words: find the stolen bananas. But, like so much in life, the fun is found in getting there, not arriving. This time because you've got two riotous apes at your beck and call. Donkey Kong's the big tough one and the nimble little scamp with him is Diddy.

They act as a primate tag team and are able to switch around instantly, making use of different skills. The one not under your control lags behind, expertly keeping up with your every move. Together they can tumble and stomp over enemies, and swing and jump to avoid attacks. And if that doesn't work they'll lob barrels laced with dynamite.

It's disarmingly easy going and a prime example of the time, with simple, crisp



□ Harrison Ford and Kate Capshaw monkey around



□ Jump into the sea, wearing a heavy monkey suit...



□ ...and retrieve bananas – just like swimming class

► controls. It's also packed with enough variety to keep run-and-jump specialists happy. It's not *Mario*, but it is buffed with Nintendo gameplay polish. For some reason the visuals don't capture the all-out vibrancy and detail of the original, which is odd considering the success of the *Super Mario Advance* series. And we wonder why one of the mini-games is much the same as the Game Boy Color version. Still, the two-player game is a great laugh.

So we're going to make this easy for those who've played the Super NES or GBC editions and say it isn't worth getting. But if you're a *Donkey Kong Country* virgin, then this is a chance to catch up with your revision and sample a faithful-but-flawed golden oldie. And if Nintendo don't clear the work experience boys out of the graphics department, they can forget about converting the next two in the series. **Rich Marsh** NINTENDO

VERDICT

GOOD

+

BAD

-

FUN

VALUE

LIFE

■ Fun with a touch of variety in the action, but the graphics are a bit dated.

■ Playable on the Game Boy Advance, but the Game Boy Color version is better.

■ It's a bit of a shame that the Game Boy Advance version is not the best.

■ This isn't about tactics or story line, it's about fast, fluid run-and-jump action.

■ Time attack and mini-games apart, you might expect more in the way of new stuff.

■ By no means easy with all the trickiness you'd expect from a Nintendo platformer.

This is a barely workmanlike port of a cherished classic that's been seen twice before. For £30, gamers might expect more and a better take on the graphics.

7



LOG ON

www.
infogrames.com

IN BRIEF

The GBA receives a version of the PS2 driving game that challenges gamers to pull off highly dangerous car-based stunts. It may sound cool, but this is utter rubbish.

STUNTMAN

STAND BACK READERS! HERE'S A GAME THAT SPECTACULARLY MANAGES TO OFFER NO FUN OR EXCITEMENT AT ALL – AND IT'S NOT A CHESS GAME.

Stuntmen... they're the brave and foolhardy people who make real stars look good by doing all kinds of dangerous stuff on their behalf.

Theirs is a life of crashed motors and shattered collar bones, and now you can experience a day in their working life, thanks to *Stuntman*. In the game you'll be guided through assorted film scenes in a variety of cars and do everything from smashing through barriers to jumping over speeding trains while the director barks out orders.

It all sounds highly promising on paper, and we have to admit we were looking forward to it, but this conversion of the PS2 smasher is anything but a job well done – and that's on any level.

It may sport 3D graphics, but they're particularly sketchy and probably responsible for the game's shockingly slow



❑ You'd think an icy road would make the cars go faster – not so, race fans



❑ Chinatown. Eagle-eyed readers may spot *NOM's* Mike Jackson sharking for skirt



❑ The big yellow arrow tells you... nah, go mad and work the rest out for yourself

speed. The vehicles move with all the pace and agility of an OAP's electric buggy, creating a situation where dodging explosions and leaping over ravines is more boring than we could ever have imagined. It really is that underwhelming.

It's also a pitifully short game with just six brief film scenarios to tackle and an Arena mode that suffers from all the problems of the main single-player game. Do yourself a favour and ignore this trash. That way it might just go away. **Rich Marsh**



Data saves to battery back-up



Price:
£29.99

Release:
20 June

Publisher:
Infogrames



❑ Want an idea of how slow this is? That speedometer should read 17.5mph...

VERDICT

GOOD



■ The voice-overs and menus are good. Hear us scraping the bottom of the barrel?
■ You turn the game on and it works every time! But, hey, maybe that's a bad point...

BAD



■ It's almost impossibly hard to think of a driving game where the cars are slower.
■ Oh, there must be all of three hours gaming in here. Knock yourselves out...

This is a mind-numbingly dull and abysmally slow game. Unfortunately, people may buy this on the back of the series' prior reputation. Don't make that mistake.

3



GAME BOY ADVANCE



GAME BOY ADVANCE

LOG ON

www.nintendo.co.uk

IN BRIEF

You're a hamster who talks mostly in English, but occasionally in some stupid, made-up rodent language. Speak hamster-speak to the right hamsters and you make progress in this adventure game – it's cuter than a bin bag full of Pikachu heads.

Hamsters are such little sods. They speak perfect goddamn English, but they insist on babbling stupid words like 'Hamha' and 'Hif-Hif' like it all means something. Worse still, if you don't speak their stupid language you can't get anywhere. And they have to teach it to you one word at a time, because you're the only hamster in the GODDAMN WORLD that doesn't ALREADY SPEAK IT!

Okay, deep breath. With the objective-games-reviewer head on, it's clear that *Ham Ham Heartbreak* is an interesting little adventure game. Those furry guys talk complete gibberish, but it's undeniably cute. If you've seen the TV show, it's exactly like that. Hamtaro and his 'friend' Bijou are out to mend 20 broken hamster hearts. We renamed them 'Browneye' and 'Beeyatch' – it makes every line of dialogue a killer.



Just so you know what's happening, the two hamsters on the right just taught us the word for piggyback. These guys really know how to party

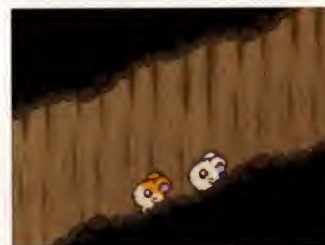
HAMTARO: HAM-HAM HEARTBREAK

SOMETIMES *NOM'S* ANGRY FAT MAN HAS TO PLAY THE *HAMTARO* GAME.

Browneye (Hamtaro) can't die, so there's nothing to drive you on. Sometimes he'll fall over, and occasionally another hamster will cuss you, but you're in no danger. You have to press on in a fairly linear fashion, but the progress you make often depends on doing random things like shouting at trees. It's 'go here, say this', just like adventure games of old.

It's easy to imagine a young child

getting stuck. I'm 26 years old and I got stuck – I can do the Cheese Bridge flying thing in my sleep. In fact, why did I have to review this? What the hell was Jackson doing? He would have appreciated the 'sweet' little mini-games far more. He might have felt some harsh déjà vu though, because this plays exactly like the Game Boy Color game of six months ago. Or so I heard. **Dean Scott**



Ham-Hams test their relationship by exploring the dark brown tunnel...



Data saves to battery back-up



Price:
£29.99

Release:
27 June

Publisher:
Nintendo



Browneye was certainly pleased to see her again, but something wasn't right with Beeyatch. She'd changed. Was it her hair? No, she'd become a fat Beeyatch.

VERDICT

GOOD



■ Tim: 'The whole language-learning thing is cool and original. Hamha!'
■ Mike: 'It's fantastically chilled out and the style is massively charismatic.'

BAD



■ Dean: 'The whole language-learning thing made me want to die a slow death.'
■ Dean: 'There needs to be a bit more urgency. And where's the deep story line?'

A cute, but slow-paced adventure title with its own stupid language. Who watches Fox Kids anyway? They only made me play it because I went to E3 and they didn't.





Price:
£29.99

Release:
Out Now

Publisher:
Zoo Digital

Verdict:



AERO THE ACROBAT

FROM A CIRCUS PERFORMER TO A CRIME-FIGHTING VIGILANTE IN ONE EASY STEP.

Aero's a bat, so it's only natural that he's forged a life as an acrobat – and a damned fine one, too. But now some nasty billionaire has kidnapped his girl and stolen his fans – an emotional tale, clearly deserving a big-screen adaptation.

Anyway, no self-respecting bat is going to let that stand and so starts a crazy platform quest to return his life to 'normal'.

Aero the Acrobat is a pleasing romp, with a main character who's ready and willing to offer up a wide variety of acrobatic moves. The level design is varied and the majority of tasks are well thought out and fun. However, marks are dropped for the game's twitchy controls and overly harsh platform-jumping elements, which can be frustrating. **Rich Marsh**



☐ Laziness on the graphics front – surely they could have crammed a few more colours and icons in somewhere, look there's some room over there



☐ *Aero the Acrobat* features some truly testing platform scenarios – you'll need to unicycle down this rope and up the clown's nose



Price:
£29.99

Release:
Out Now

Publisher:
Zoo Digital

Verdict:



GADGET RACERS

The game of *Gadget Racers* operates in a world of collecting and customising, which has made it a hit in Japan, where toys change hands for fat cash.

There are 130 customised parts to compete for in the game, each giving your motor something essential for the game's 40 tracks.

It's this collecting and customising that makes *Gadget Racers* more than just a *Mario Kart* clone, plus the ability to trade cars with fellow racers and take part in four-player events. It's a good little package that's only let down by dubious collision detection and fairly sluggish controls. **Rich Marsh**

THE JAPANESE TOY CAR COLLECTING CRAZE GETS A DRIVE OUT ON THE GBA.



☐ *Gadget Racers* features 40 tracks in different locations and climates



☐ Hey, we know it's raining, but keeping to 35km/h is playing it a little bit too safe, don't you think? Why not ease it up to 45km/h and live a little...



☐ Upgrade your vehicle for a smoother ride over any terrain



☐ No-one could accuse this track of being dull and lifeless... yeugh!



GAME BOY ADVANCE SP



GAME BOY ADVANCE

LOS ON

IN BRIEF

www.sega.com

While Nintendo is happy to re-release old games for GBA at full price, Sega has a slightly better concept of value. So here are four of its most-celebrated coin-ops from the 80s and 90s crushed down to fit on a single GBA cart. But that's only a good deal if the games are still worth playing today...

SEGA ARCADE GALLERY

FOUR CLASSIC ARCADE GAMES ON ONE CART. PRICELESS ANTIQUE OR FOOLS GOLD?

OUT RUN

The daddy of the modern racing game is *Out Run*. But whereas your dad probably listens to *Status Quo* and dances at parties like he's got a stick up his ass, this daddy is still The Daddy. It's you and your woman versus the open road. It's really quick, feels great to play and the music is some of the best in video games ever. *Out Run* is an out-and-out classic.



☐ Crash hard, and the car flips and the people fall out. A real tragedy

AFTERBURNER

Like *Space Harrier*, this was famous for its giant, rotating arcade cockpit. It's a simple premise: you in an F-14 'Thundercat' blowing up waves and waves of enemies. There may be freedom at stake or something, but we didn't think to check. It's certainly less fun now, but the uncomplicated dodge-and-blast action is still a buzz. You're all too frequently taken down by bullets you didn't see though. The worst of the four.



☐ Don't shoot at that big plane - he's here to help

SUPER HANG-ON

It's a motorbike game. You have to super hang-on so you don't super fall off. It's just as quick as *Out Run*, but it's a lot trickier to beat. The tracks snake and twist, and it doesn't take a lot to unseat the rider. The bike handling seems a bit over-fussy at first, but you get used to it. Overall though, *Out Run* has stood the test of time slightly better.



☐ Saw a car in half to make two motorbikes!

SPACE HARRIER

In the arcades, you sat in a big cockpit thing to play *Space Harrier*. You chucked a big joystick around to make your guy fly in the air and shoot stuff. On the GBA's D-Pad, the control isn't quite so clever. Down is up and up is down. You can't really see where you're shooting either. It's still a stylish game though, with creative aliens and chequerboard floors whooshing past your eyes.



If the future is really like this, be glad you'll be dead

STAGE 1

VERDICT

GOOD



■ Four gaming classics, looking and playing exactly as you (might) remember.
■ Unless you own *Out Run*, your racing game opinions are absolutely worthless.

BAD



■ Outside of their natural cabinet habitat, some of the original appeal is lost.
■ Even £30 seems dear when all of these games were 10p-a-go back in the day.

Fans of the originals will love the trip down memory lane, but there's still enough quality here to make it worth £30, even if you've never played them before.

8

Price:
£29.99

Release:
13 June

Publisher:
Atari



No save feature



DETAILS

LETTERS

We always like to know what you think about the world of Nintendo and the winning scribble each month gets £50 worth of HMV vouchers. So what are you waiting for?

- **Write to us:** Letters, *Nintendo Official Magazine*, Bushfield House, Orton Centre, Peterborough, Cambridgeshire, PE2 5UW
- **E-mail us:** nintendoletters@emap.com
- **Text us:** Start your message with TXT and send it to 84070. Each message costs 25p to send

We warned you

In last month's *NOM* you featured *Resident Evil 2* and *3* and I was shocked when I realised they weren't getting the same graphical treatment that the first game got. I know the reason for this is probably to release *Resi 2* and *3* before *Resident Evil 4* comes out, but I wouldn't have minded waiting an extra year or so for

Resi 4 if it meant that we were going to get the same graphical splendour that *Zero* and the remake gave us.

Grant Williams, North Shields

→ We did say... we said it ages ago. And it's something of a rip-off to charge that much for two ancient games. But hey, if you

'Done that revision yet?' 'Have you washed your hands?' 'What are you doing with that magazine?' Your GameCube is watching you, Eran

Turn out the light

The GameCube should be made without the light. The light isn't helpful for anything and is, frankly, a burden. If I'm playing on my GameCube when I should be revising in my room and I hear my mum come upstairs I can turn off my TV in no time at all.

The main game I have been playing lately is *Metroid Prime*, so I can't just save the game and turn off, I have to find a save point. But if I do leave the GameCube on then the big orange light is quite a giveaway. 'Are you revising?', 'Yes', 'Then why is the light on your GameCube on?' Busted.

Eran Cohen, via e-mail

→ Can't you just cut out a piece of black card in the shape of the GameCube light to disguise the fact that it's on? Stop bothering us and do some revision, alright?

want to buy them, who are we to stop you?

Where is the old bat?

I want to know what happened to *Banjo-Kazooie: Grunty's Revenge* on GBA. You said it was out sometime in 2002 – it was mentioned in issue 106. I want more news on it and a release date. Tell me!

Chad Wetherick, Cardiff

→ It would appear that, despite their promise to continue making GBA titles, Rare are just too busy with their new friends at Microsoft to give us any information.

You're getting confused

I have been a huge fan of GameCube since it came out. Although I haven't got one I still love reading all of the reviews on the new GameCube games. But sometimes when you say that a GameCube game has got crap controls or graphics you say it's like an N64 game. Do you mean the rubbish games on N64 or all of the titles on the console?

Lyndsay Barrett, Hampshire

→ We love the N64, it had some truly outstanding titles, but GameCube games should look a whole lot better than their 64-bit counterparts and many still don't. That's just not right.

Save your thumbs

Teamwork, try it. My dad and I have been battling it out on *Star Fox Adventures* since Christmas. However, we both became stuck on about 80%, at the Fight to the Tower. Here, the missiles just hammered us. We decided that Dad would have one go and then I'd have a try. Instead of sore fingers we didn't hurt at all and repeated the procedure on both his and my files.

Chris Ruddy, Wigan

→ You should have sneaked down late at night and erased your dad's save game. In your face, Pop!

Make her famous

I think there should be an animated *Metroid* series,

maybe starting with how Samus Aran got her suit. Only being 13 years old I was too young to own an NES or Super NES. Maybe it could show how Samus joined her organisation and include scenes from the games – it should definitely include Kraid and Ridley.

John Seabrook, Dagenham

→ Sounds good. We imagine it could be a whole lot better than any *Metroid* film that might be made.

Up the pink

I'm writing in about Ian Frank's letter in issue 129 and I'm afraid I really disagree with him. Kirby, I think, is the best character Nintendo has ever

made, especially in *SSBM*. Kirby's jumping abilities and Rock Attack surely make him a loveable pink ball – not a weak character, but a strong one.

James Parker, Maidstone

→ Hmmm, we're still not convinced, James. But we suppose he does have his good points.



Kirby: pink and proud of it

QUICKFIRE QUESTIONS

→ Are there going to be any *Pokémon* games for GameCube?

Veronica Grubb, East Ham

NOM: Turn back to p39 to see *Pokémon Coliseum*!

→ Will *Vice City* ever come out on GameCube?

Matt Perryman, via e-mail

NOM: No

→ When will the Game Boy Player be out for GameCube?

NOM: 20 June

→ Could you please tell me when the new *Pokémon* games are coming out as they seem to be taking a long time.

Andrew McAleavy, Cookstown

NOM: 25 July

You seem to have made a mistake

After reading your great review of *Metroid Prime* I quickly snatched up my cash and ran off to the shops to buy a copy. Sadly it didn't take me long to realise that *Metroid Prime* is really an uninspired bore-fest. You trudge your way to the very end of the game only to realise that you have to go all the way back to the start – not my idea of fun. The graphics are good but gameplay-wise it's shallower than a worm's grave. Tut-tut, Nintendo.

Christopher Nellson, Stewarton

Each to his own, Christopher. We're sure many, including us, will disagree, but never mind.

Confusion reigns

I love the posters that you gave away free with last issue, but there's a problem; they were double sided!! I had to choose between Mario and Samus, that's like choosing between Daddy and chips (Mmm, chips!) and choosing between Wario or Captain Falcon and the rest of his posse, HOW AM I MEANT TO DO THAT!?

David Taha, Troon

Get a grip man, you'll have to make much harder decisions than that as you journey through this game called life.

My early review

I think it's great that *Rogue Squadron* is becoming a trilogy. I've got *Rogue Squadron* and *Rogue Leader* and I think they are the best *Star Wars* games available,

★ LETTER OF THE MONTH

More like Joe

I can't help it, I'm totally enthralled by the look of *Viewtiful Joe*. This game looks amazing. I know that cel-shading has been done to death now but I still believe



that it's a good technique when applied correctly, like here.

The gameplay sounds nothing short of sensational, I need the challenge in my life now. Three cheers for Capcom for having the guts to develop something original, hard and enjoyable.

David Cousins, Wentworth

We totally agree with you, David. Capcom seem eager to do as much as possible to create new and exciting titles, and *Viewtiful Joe* is just one example of their innovative approach. We can't wait to get our hands on a finished version.



but *Rogue Squadron 3* seals the deal! They'll now become the third great *Star Wars* trilogy and if *Rogue Squadron 3* doesn't get at least an eight it will be a bloody disgrace! Also is there any solid release date for *Rogue Squadron 3*.

Shane Conlon, via e-mail

Our Force powers are strong, but not up to Yoda level just yet, so it's far too early to predict a score. Turn back to our E3 roundup to see what we thought of the latest *Star Wars* adventure.

That's what they all say...

Dave Every is starting to get on my nerves. I have beaten all but two of his high scores, but I have no camera and if I

did I wouldn't be able to get the film developed. And I'd never get round to sending it in anyway.

Joe Willmott, Hutton

All but two, eh? Course you have, and with your eyes closed we'll wager!

Vote with bullets

I want to know why people say stuff like, '*TimeSplitters 2* is nearly as good as *GoldenEye 007*'. What rubbish!

TimeSplitters 2 is by far the best FPS game ever created and, in fact, it's one of the best games ever created. I can't believe how blind everybody is! Wake up people, *TimeSplitters 2* has tons of stuff that *GoldenEye 007* doesn't, thanks to several years' gap. So if you're one of those moaners who can't get over *GoldenEye 007*, get this game – you'll completely forget about *GoldenEye 007* and if you one day unearth it, you'll ignore it and go back to *TimeSplitters 2*.

Philip Thomson, via e-mail

TimeSplitters 2 is a quality shooter, no doubt about it, but just because it has 'more' than *GoldenEye 007* doesn't mean that it's better. Any game will have to go some to defeat James Bond's finest hour.

NOM'S OLDEST GAMER

We asked for them and we got them. Here are three of the oldest so far, with Constance Wakelin clearly in the lead. Next month we want to break into the over 80s, so keep those letters coming.

Having read the letter about who is the oldest Nintendo gamer in the country to date, I thought I'd write in. I am now 76 and have been playing since 1992 – I found it was an ideal way to stop smoking. I am unable to finish *Star Fox Adventures* because I can't find the tenth gold ring. Can anyone help me?

Tony Pyle, Ventnor

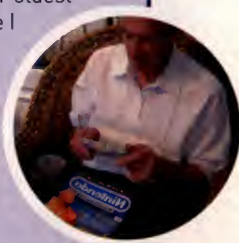


I see you asked about gaming grannies. I've been playing for quite a few years (I even bought the game *Pong* for my children when they were small). Quite a gap then until I bought the Mega Drive, Game Boy, GBA, the wonderful Dreamcast, and then GameCube. I've still got them all, plus games (except *Pong*). I play with my Grandchildren and have 200 trophies in SSBM. I've finished *Star Fox Adventures*, am 3/4 through *Rayman 3*, and have just started *PSO* offline on my own. We all play *Gauntlet Dark Legacy* and we have a great laugh with that one. I have just had my 77th birthday. (hope I qualify). I'm now eagerly awaiting *Zelda*.

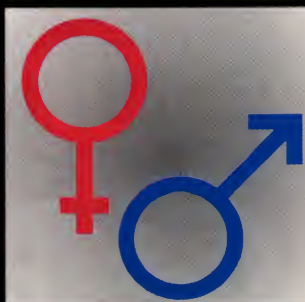
Constance Wakelin, Coventry

In answer to your oldest gamer challenge I give you Albert Lodge, 71 years old and an avid GBA player. He is pictured with his favourite reading material and *Metroid Fusion*. His only complaint is the screen is too dark. Thank god for the GBA SP. He hopes to get one very soon indeed.

Josh Green, Bournemouth



WHAT'S WRONG WITH NOM



└ The battle of the sexes... inconclusive

That's a leg, fool

In issue 128 you silly people called Epona a 'he' in the Top 10 *Zelda* Items. Well, in *Ocarina of Time*, Mallon states quite clearly "She's grown fond of you, fairy boy!" Sort it, guys.

Ellie Bryce, Urmston

We thought... er... that's a leg, is it? We thought it was something else. Soz.

100 BEST GAMES LETTERS

Many loved our 100 Best Games guide, but loads of you had something to say about the rankings. We didn't have time to reply to all of them, so here's a taster...

I'd like to know why *Winning Eleven 6 Final Evolution* isn't in your *100 Best Games*. It is definitely the best football game on GameCube and, for football lovers, the best game full stop. I know it is all in Japanese, but it's still quality. Also, Kingsley has got it right about the brilliant free-kicks, but I hope he doesn't support the Gooners.

Anon, via e-mail

☞ Kingsley says: You're damn right about *Winning Eleven 6*, but it's not out in the UK, so we couldn't use it... but Arsenal are best team on it – just as you'd expect.

What the hell is up with *Super Monkey Ball 2* being ninth in the *100 Best Games* mag? It should be first!

Sean Towlin, Bushey

☞ Mike says: No way. *Super Monkey Ball 2* is a great game but it just doesn't have the magic of the original game. We love those monkeys, but not that much.

What's going on with the top ten in your *100 Best Games*? It made me gasp in genuine shock when I realised *Rocky, Super Monkey Ball* and *Rogue Leader* had come in above brilliant Nintendo classics such as *Luigi's Mansion* and, more importantly, *Super Smash Bros. Melee*. Are you all insane, or what?

Nathan Cass, Farnborough

☞ Tim says: I rate *SSBM*, I really do, but come on guys, surely you can see it really ain't that good, is it?

Your *100 Best Games* guide was a big load of old guff. How can *Super Monkey Ball 2* get ninth and *Super Smash Bros. Melee* get fourteenth. It isn't right. *Super Monkey Ball* fourth?! That's even worse. It should have been, 1: *Wind Waker*, 2: *Super Smash Bros. Melee*, 3: *Pikmin*. *Super Monkey Ball 1* and 2 should not be on it and as for the rest of the pants games, you lot at *Nintendo Official Magazine* should slap yourselves.

Euan McLaughlan, via e-mail

☞ Dom says: *Pikmin* in third place is a bit hopeful, isn't it? There are some much better titles than that about. Open your eyes, man.

Why did *Tony Hawk's 4* come so high up in your *100 Best Games*? The game's pretty good, but the Balance Meter's too sensitive and the challenges involving certain tricks are near impossible thanks to the 3D Stick.

Chris Shackleton, Seaton

☞ Dean says: Don't moan about the tough challenges. Be better!



Although I didn't agree with a lot of your *100 Best Games* list, I have to say that I thought the top-five games looked really good – you can't beat enormous pictures of your favourite characters and games. Are there any plans to do this in the magazine itself?

Tom French, Grantham

☞ Tim says: You'll just have to wait and see. Maybe...



I'm pleased to see that you had the guts to sort out your best games in terms of gameplay and not just because they were made by Nintendo.

What's so good about *SSBM* anyway? I find it a totally inferior game when compared to some others out there. Bring on *Soul Calibur II*.

D. Nyman, York

☞ Mike says: *Soul Calibur II* is where it's all at. *SSBM* pales in comparison.

I enjoyed your *100 Best Games* mag, but what I'd really like to see is a top 100 Nintendo games of all time. That would be so cool. Most GameCube titles wouldn't get a look in.

Adam Marshall, Blackpool

☞ Kingsley says: What are you trying to do, kill us? That'd be great and we may be the men to do it, one day.

Your *100 Best Games* was pretty good, I thought. I agree with your number one even if I did finish *The Wind Waker* pretty quickly. I hope you do another one soon and that you give your loyal readers a chance to have a say this time.

Lucy Smith, via e-mail

☞ Tim says: Maybe we will, Lucy, maybe we will...

All wrong, it was all wrong. *Super Smash Bros. Melee* is the obvious number one GameCube game. The battles, the famous characters, the whole game reeks of Nintendo history. Next time, get it right.

B Worship, Newark

☞ Mike says: Number one in a crazy, mixed-up world.

Why-o-why-o-why did you rate the *Resident Evil* games so low down the list in your *100 Best Games*? I reckon they're the best games on GameCube, and I think you guys were just too scared to play them.

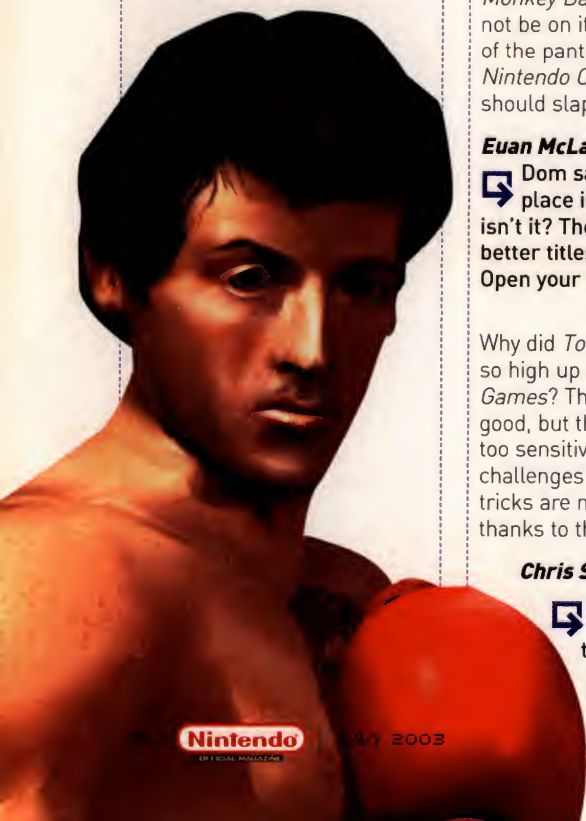
Chris Eccles, Rotherham

☞ Dom says: Our cover's been blown and we're exposed for wimps!

I totally agree with Mike's top five games in your *100 Best Games* guide – they're easily the best games. Mike must know his stuff, so I think you should give him a pay rise!

Siuling Lee, London

☞ Tim says: Nice try, but no way, Jackson.



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OSIRIS

win all this cool stuff

If you want a shot at the competitions on these pages, phone **0905 053 110**, then add the competition number at the end. So if you're entering the *Donkey Kong Country* competition, dial **0905 053 1103**. Answer the question, leave your name, address and telephone number and we'll give you a call on 10 July if you've won. Don't forget to ask

permission from whoever pays the bill before calling.

And now you can also enter with a text message. Text **nomcomp 'keyword'** and your answer to **83149**. For example, if you were entering the *Hamtaro* competition you would need to text '**nomcomp hamtaro c**' to **83149**.

This service is not available on the Virgin network.

1 TEXT KEYWORD 'SPLINTER'

1. *Splinter Cell*, GameCubes and GBA SPs

Sam Fisher is the *Splinter Cell* and now we're giving you the chance to join in with his stealthy antics by giving away copies of this must-have game. Not only that, the winner will receive a GameCube and a GBA SP to play them on. We've also got four runners-up prizes of copies of the GameCube and GBA games. Thanks goes to the great guys at Ubi Soft for these prizes. If you want a chance to win then just answer this simple question.

Q. Which top-secret organisation does Sam Fisher work for?

- a. Fourth Element
- b. Third Echelon
- c. Fifth Embassy



01 UP FOR GRABS

2 TEXT KEYWORD 'SONIC'



01 UP FOR GRABS

2. Sonic DX and GameCube

The fastest blue thing on the planet is back again to rock your GameCube and this time he's brought along a good game. *Sonic DX*, the one before *SA2B*, brings you all the thrills and spills that you'd expect from a *Hedgehog* game, and thanks to the lovely people at Sega Europe we've got a copy of the game and a GameCube to play it on to give away. Two runners-up will also receive a copy of the game. Just answer this question.

Q. We now know him as Dr Eggman, but what has the evil guy also been known as?

- a. Dr Robotnik b. Dr Evil c. Dr Sputnik

3. Donkey Kong Country on GBA

Thanks to the guys at Nintendo, we've got three copies of this excellent ape adventure to give away... if you can answer this easy question.

Q. What is the name of the rhino in *DKC*?

- a. Rambi
b. Bambi
c. Bamber Gascoigne

4. Hamtaro: Ham-Ham Heartbreak on GBA

Mike's favourite game can be yours to own for free thanks to the bods at Nintendo. If you want a piece of Hamtaro's latest adventure, just answer this question.

Q. What's the Ham-Ham word for 'Hello'?

- a. Bye-Q
b. Put-Put
c. Hamha

3 TEXT KEYWORD 'DONKEY'



03 UP FOR GRABS

Terms and conditions: Calls cost 50p per minute. Calls last two minutes. Text entries cost £1.00 per entry. Please get permission from the bill payer before calling. *Nintendo Official Magazine* and the companies providing prizes accept no liability for injuries or damage sustained while using competition prizes. All entries for the competitions must be received by 04/07/03 to qualify. The winner will receive the stated prize from the competition they have entered. If for any reason beyond the promoter's control it is not possible to provide the stated prize, the promoter reserves the right to award an alternative prize of no lesser value.



You can also enter by post. Please write the competition number clearly at the top of the envelope or postcard. If, for example, you are entering the *Splinter Cell* competition, write to: **Competition 1, Nintendo Official Magazine, Bushfield House, Orton Centre, Peterborough, Cambridgeshire, PE2 5UW.**

4 TEXT KEYWORD 'HAMTARO'

03 UP FOR GRABS



The promoter's choice of prize is final. There is no cash alternative available. No entries can be returned and the promoter will enter into no correspondence. Prize draw takes place on 10/07/03 and the winner will be notified within one day of the draw. The winner will be chosen at random from the correct entries received. Open to UK and overseas residents. We reserve the right to use the winners in any publicity. No employees of EMAP or other companies involved in this promotion are eligible to enter. No purchase necessary. The Editor's decision is final. Only one entry per household. The promoter excludes responsibility for applications that are lost/delayed/incomplete.

ISSUE 128 WINNERS

WWE Competition

- Mrs J Eiamwat, Middlesex

Competition 1

- Edward Collett, Lutterworth

Competition 2

- Ali Lister, Newark
- Ross Payne, Fife

Competition 3

- Abraham Adeyemi, Plumstead
- Liam Fielding, St Helens

Competition 4

- Richard Web, Boddington
- Andrew Todd, Wokingham
- Matthew Nash, Wigan

Competition 5

- Robert Cavanagh, Poole
- Chris Ryan, Roehampton
- Jordan Pass, Sheffield
- Miss Vicky Wilson, Ipswich
- Patrice Ellis, Preston

HIGH SCORES & CHALLENGES

TELL US
HOW YOU
DID IT!*

Oi! We reckon you guys are the best gamers in the country, but why not share your skills with those less fortunate – starting this month we don't just want to know how well you did, we want to know how you did it so well. Savvy?

1 BURNOUT 2: POINT OF IMPACT: FASTEST LAP ON AIRPORT TERMINAL 1 & 2 (R), USING THE ROADSTER.

If you haven't got *Burnout 2* yet, why the hell not? It's the best racing game on GameCube, for crying out loud! For this challenge you'll need to select the Roadster and the Airport Terminal 1 & 2 (R) course – the '(R)' means you do it in reverse.

Because you're driving into oncoming traffic, you'll have every chance to build up that all-important Burnout meter – the best scores will be laps completed on a continuous Burnout!

1. Dominic Wint	1:12:227
2. Dean Scott	1:14:975
3. Kingsley Singleton	1:17:766
4. Mike Jackson	1:22:452
5. Tim Street.....	1:23:439



2 STAR WARS ROGUE SQUADRON II: ROGUE LEADER: GET THE FASTEST TIME ON BATTLE OF ENDOR LEVEL.

Everyone remembers this scene from *Return of the Jedi* – it features the best dogfights of any *Star Wars* film and you can be part of the action in the fight against the evil Emperor. Send us a photo of you, your best time and a few words saying how you did it.

Accuracy isn't an issue here, so keep your thumb on the fire button and strafe the TIEs as they approach. Try to shoot as many as you can before they break formation and become harder to hit.

1. Kingsley Singleton.....	5:57
2. Mike Jackson.....	6:03
3. Tim Street	6:05
4. Dominic Wint	6:13
5. Dean Scott	succumbed to the Dark Side



3 THE LEGEND OF ZELDA: THE WIND WAKER: LETTER-SORTING CHALLENGE ON DRAGON ROOST ISLAND.

Last month it was Octo Battleships, but *The Wind Waker* is so jam-packed with cool mini-games that we thought we'd give you the chance to test your skills again, this time in the Rito Post Office. Just head upstairs and start tossing letters...

For starters, don't panic and toss a letter into the wrong box – if you do, you may as well start over. Sometimes you'll get a run of the same letter – just like lucky Jackson did – and that helps.

1. Mike Jackson	28
2. Kingsley Singleton	27
=. Dominic Wint	27
4. Dean Scott	26
=. Tim Street	26

4 DEF JAM VENDETTA: FIGHTING AS GHOSTFACE KILLAH, GET THE FASTEST K.O. VERSUS CAPONE.

Def Jam Vendetta is the best wrestling game on GameCube, there's no argument – we told you it was good and it is. Anyway, for this challenge you'll need to select Battle mode and then Singles Match. Now select Ghostface Killah versus Capone.

For a good chance of an early K.O., you'll need to pull off some big combos almost straight away. We also recommend turning the volume up loud so you can really feel the pain.

1. Dean Scott	1:29
2. Tim Street	1:31
3. Mike Jackson	1:52
4. Dominic Wint	1:56
5. Kingsley Singleton	I don't understand wrestling games



RESULT TABLES



1 METROID PRIME: LEVEL ONE, MOST TIME LEFT AFTER ESCAPING THE CRITICAL REACTOR.

Last time it was monkeys in balls, now Dave Every has turned his gaming claw to rolling Samus Aran about in Morph Ball mode. Clearly Dave has supreme ball control – well, better than the rest of you at any rate.

1. Dave Every	4:02:86
2. Jonathan Lupton	3:59:00
3. Stanislav Izotov (Soldiers of Mist)	3:55:46
3. Loui Callow	3:13:65
4. James Inglis	3:12:39



2 SONIC MEGA COLLECTION: FASTEST TIME ON GREEN HILL ZONE, ACT THREE.

Well done to Ross O'Reilly for having the speediest sneakers in this month's *Sonic* challenge. The Pring-Ellis boys ran you close, Ross, but even with two of them clutching the controller, it wasn't enough.

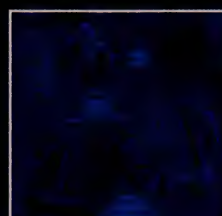
1. Ross O'Reilly	0:47
2. Josh and Jerome Pring Ellis	0:48
3. Simon Phillpot	0:49
4. Kevin Peacock	0:50
5. Stephen Johnson	0:53



3 STAR WARS ROGUE LEADER: ROGUE SQUADRON II: FASTEST TIME, BATTLE OF HOTH.

Loads of you wanted to prove your snowspeeder skills and a last-gasp entry from Soldiers of Mist (a Swedish gaming clan) knocked Dave Every off the top of the pile. 'Swedish gaming clan'?! Give us a break...

1. Stanislav Izotov (Soldiers of Mist)	3:19
2. Dave Every	3:40
3. Nathan Butterworth	3:51
4. Peter Griggs	4:04
5. Christopher Wakefield	4:11



4 LOTR: THE TWO TOWERS: MOST EXPERIENCE POINTS ON AMON HEN, NORMAL LEVEL.

A really well-contested challenge this one, with Jake Badcock the only person out there willing to take up steel against the evil denizens of Middle-Earth. Nice one, Jake. The rest of you? Cowards to a man...

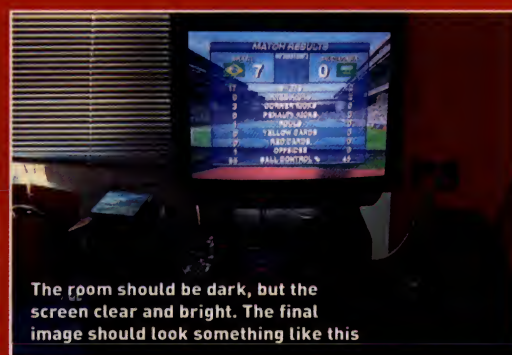
1. Jake Badcock	26,506
2. Boromir	retired hurt
= Saruman	suspended for match rigging
= Gollum	disqualified for cheating
= Sam Gamgee	went the wrong way

CHEATS NEVER PROSPER

There's no doubt that less-skilled Nintendo GameCube players will try to use cheats to get into our exclusive high score tables.

Cheats should not be used to help with challenges unless we say so. Using import games is also strictly forbidden as they can often give players an unfair advantage. Don't cheat, chaps. It's not big and it's certainly not clever.

PHOTOGRAPH YOUR TV



The room should be dark, but the screen clear and bright. The final image should look something like this

Using a camera to take a photo of your top score on a TV can be tricky, but follow these simple instructions and you should be fine.

1 Make the room as dark as possible. Draw the curtains, turn out the lights and take the photo standing at an angle to the television screen.

2 Turn off the flash or the television screen will appear black in the developed photograph. And you don't want that to happen, do you?

3 Take more than one shot, just in case the first photograph is unreadable.

*NOW TELL US HOW

- When you've achieved a top score on one of our challenges and got your hands on some evidence, pack it up and send it to the usual *NOM* address.
- But it doesn't end there – we'd also like you to tell us all about your record-breaking achievement. We want to know the time, where you were, how you did so well, everything... we even want a picture of you just in case your story ends up in *NOM*.
- Be the best and we'll send you a Joytech Controller, so it's definitely worth the extra effort, and you might even get your mug in the mag!

High Scores and Challenges, *Nintendo Official Magazine*, Bushfield House, Orton Centre, Peterborough, Cambs, PE2 5UW.

JOYTECH

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PLUS ALL THIS LOT:**

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NEWS AS IT HAPPENS**



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**PLUS! EXCLUSIVE
COMPETITIONS**



WHAT YOU NEED TO DO

CLUB

TO JOIN, JUST BEGIN
YOUR TEXT WITH THE
WORD 'CLUB'

CLUB
JOE BLOGGS
16

AFTER THAT,
INCLUDE YOUR NAME
AND AGE

SEND
84070

SEND IT TO 84070
THEN SIT BACK
AND ENJOY THE
SERVICE

WIN *DONKEY KONG* GAMES!



WE'VE GOT THREE COPIES OF *DONKEY KONG COUNTRY* UP FOR GRABS. TO GET YOUR FREE ENTRY INTO THE COMPETITION, JOIN UP WITH CLUB NOM, NOW.*

**DONKEY KONG
COUNTRY**



*Existing Club NOM members will automatically be entered into the DK competition.

Terms and Conditions: the cost to join Club NOM is 25p. This is a one-off charge to join the club. You will then receive a text message from Club NOM asking you to select your favourite games genre. You reply to Club NOM selecting your genre. There is no charge for this second message or additional texts from Club NOM. Please note that your own operator (O2, Vodafone, T-Mobile, Orange, etc.) may charge you to send and receive texts as part of your mobile package.

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**TO ORDER THESE BY TEXT-
SEND THE WORD NINPOLY
PLUS ORDER CODE TO 81618**
EG NINPOLY 107862 to 81618 For compatibility see below

CHART MUSIC order code **RAP** order code

R Kelly - Ignition	112674	Without Me - Eminem	107053
Big Brovaz - Favourite Things	116949	Lose Yourself - Eminem	107810
Cheeky Girls - Take Your Shoes Off	116950	No Flow - Big Brovaz	107804
Tomcraft - Loneliness	116463	Cleanin Out My Closet	108291
Craig David / Sting - Rise & Fall	116459	Stan - Eminem	108329
Good Charlotte - Girls And Boys	116951	Real Slim Shady - Eminem	107895
Bhangra Knights - Husan	116678	Way I Am - Eminem	108210
50 Cent - In Da Club	111140	Because I Got High - Afroman	107015
Busted - You Said No	116166		
Lisa Maffia - All Over	116164		
Kelly Rowland - Can't Nobody	116460		
Feeder - Forget About Tomorrow	116952		
Ronan Keating - Long Goodbye	116953		
DMX - X Gon' Give It To Ya	116167		
Androids - Do It With Madonna	116953		
Room 5 - Make Luv	112589		
Snapt! - Rhythms a Dancer	110493		
Dandy Warhols - Use T Be Friends	116954		
Junior Senior - Move Your Feet	110626		
Kym Marsh - Cry	115485		

RECENT HITS

Shania Twain - Ka-ching!	111141
TATU - All The Things She Said	110304
Dannii Minogue - Begin to Wonder	110973
N.E.R.D. - Provident/Lapdance	110413
Dirrty - Christine Aguilera	107809
Just Like A Pill - Pink	108292
Like I Love You - J Timberlake	107860
Last Goodbye - Atomic Kitten	108528
Complicated - Avril Lavigne	107814
Utd States Of Wh - Liam Lynch	107865
Stronger - Sugababes	107886
Kiss Kiss - Holly Valance	107051

HOT R & B

True - Jameson	110093
Family Portrait - Pink	107873
Being Nobody - Liberty X	111686
Superstar - Love Inc	107822
Alicia Keys - Girlfriend	107834
Always on Time - Ja Rule	107029
Ashanti - Foolish	108275
Ashanti - Happy	107815
Bonnie & Clyde Jay-Z & Beyonce	110260
Christina Aguilera - Dirty	107809
Craig David - What's Your Flava	107825
Jumpin' Destinys Child	107027
Kelly Rowland - Stole	107862
Missy Elliott - Work It	109057
Ms Dynamite - Dynamitee	108311
Ms Dynamite - Put Him Out	107867
Nelly & Kelly Rowland - Dilemma	108310
Street Life - Bernie Man	110308
Thug Lovin - Ja Rule	107858

TOP SELLERS

50 Cent - In Da Club	111140
Make Luv - Room 5	112589
Only Fools And Horses - Theme	109069
Move Your Feet - Junior Senior	110626
Phoenix Nights - Theme	107872
Pulp Fiction - Theme	109012
Celtic - Fields Of Athenry	108273
Eye Of The Tiger - Theme	108299
Eminem - Lose Yourself	107810
Sweet Child Mine-Guns N Roses	107012
Mission Impossible - Theme	107896
Jolopez / U Cool J - All I Have	111138
Airwolf - Theme	108213
Great Escape - Theme	107003
Never Walk Alone - Liverpool	107041
Weekend - Scooter	112592
Scandalous - Mis-Teaq	111685

Phone must be WAP activated before you call. You will be charged for the call plus the normal cost of a download from your WAP provider.

RINGTONES

Compatible with most phones, see below if unsure.

UPDATE YOUR MOBILE WITH A ROCKING NEW TONE!

CHART TONES

R Kelly - Ignition	116955
Big Brovaz - Favourite Things	116213
Cheeky Girls - Take Yr Shoes..	112697
Tomcraft - Loneliness	112714
Craig David / Sting - Rise & Fall	116196
Good Charlotte - Girls & Boys	116184
Bhangra Knights - Husan	116956
50 Cent - In Da Club	110993
Busted - You Said No	112640
Lisa Maffia - All Over	112595
Kelly Rowland - Can't Nobody	112602
Feeder - Forget Abt Tomorrow	116957
Ronan Keating - Long Goodbye	112633
DMX - X Gon' Give It To Ya	110338
Androids - With Madonna	108190
Room 5 - Make Luv	111639
Snapt! - Rhythms a Dancer	116958
D Warhols - Used To Be friends	116959
Junior Senior - Move Your Feet	110619
Kym Marsh - Cry	112606

DANCE

Come On Over - John Silver	110138
Beat Goes On - Bob Sinclair	110371
Heaven - DJ Sammy	102511
Superstar - Love Inc	109977
Pray - Lasgo	106066
Sky - Sonique	100331
Feel The Beat - Darude	100337
Silence - Delerium	100338
The Model - Kraftwerk	100341
Stutter - Joe Feat Mystikal	100409
American Dream - Jakatta	100413
Chase The Sun - Planet Funk	100390
Pop Ya Collar - Usher	100391
Played A Live - Safri Duo	100396
Right Here - Fatboy Slim	100276
Tocas Miracle - Fragma	100302
Thong Song - Sisqo	100303
Too Fast - Artful Dodger	100304
Better Of Alone - Alice DeeJay	100192
Blue - Eiffel 65	100193
Something - Lasgo	101019
Out Of My Head - Kylie	100974
We Come 1 - Faithless	100633
4 My People - Missi Elliott	101869
Dove - Moony	102056
Resurrection - PPK	101511
Something - Lasgo	101735
Lazy - X Press + David Byrne	101729
Love Never Dies - Flip N Fill	101709
Addicted To Bass - Puretone	101576
Star Guitar - Chemical Brothers	101617
U Girls Look So Sexy - Nush	102676
Sandstorm - Darude	102694
Nessaja - Scooter	102651

NEW RELEASES

Patience Waiting-50 Cent	116194
Its Tricky - Run DMC	115490
Out Of Time - Blur	115729
Your Girlfriends-Damone	116238
Wimmin-Ashley Hamilton	116237
Running - No Doubt	116228
Rise And Fall-Craig David/Sting	116196
Push - Dannii Minogue	116195
No Good Advice - Girls Aloud	116193
Love Profusion - Madonna	116191
Losing Grip - Avril Lavigne	116190
What U Want-Mariah Carey	116187
Free Me - Emma Bunton	116183
Everyday-Erasure	116181
Crush On You-Lil Kim	116179
Be Mine-David Gray	116178
Art Music - Robbie Williams	116174

FOOTBALL

Never Walk Alone - Liverpool	100383
Marching On Together - Leeds	100375
Fields Of Athenry - Celtic	100381
Glory Glory - Man United/Spurs	100493
Blue Is The Colour - Chelsea	100499
Blowing Bubbles - West Ham	100495
Blue Moon - Man. City	100489

THEMES

Matrix Reloaded Theme	116230
Trigger Happy TV	102693
Jackass	102708
Malcolm In The Middle	102709
Smallville	102711
The Osbournes	102712
Sticking With You Hyundai Ad	102690
Phoenix Nights	102796
So Graham Norton	102797
Futurama	102794
Charmed	108106
South Park Theme	108112
Spongebob Squarepants	108113
Amanda Show	108114
Itchy And Scratchy	102190
The Simpsons	102191
Crocketts Theme - Miami Vice	101308
Buffy The Vampire Slayer	100681
Scooby Doo	102302
ET Extra Terrestrial	100663
Ghostbusters	100665
Eye Of The Tiger - Rocky	100687
Italian Job	100691
Lord Of The Rings	101158
Austin Powers	101077
Moulin Rouge	101085
Terminator 2	101086
Halloween	100048
James Bond	100016
Beverly Hills Cop	100010
Beverly Hills 90210	100103

HOT R & B

Put Him Out - Ms Dynamite	108007
Happy - Ashanti	107995
Work It - Missy Elliott	107981
Dilemma - Nelly & Kelly	107901
Thug Lovin - Ja Rule	108072
You've Got It Bad - Usher	101046
Rendezvous - Craig David	100450
Hot In Herre - Nelly	102133
Shoulda Woulda - Bev Knight	101867
A Womens Worth - Alicia Keys	101880
Kiss Kiss - Holly Valance	102006
Get This Party Started - Pink	101517
Shake Ur Body - Shy Fx	101848
Alone - Lasgo	102351

TOP SELLERS

In Da Club - 50 Cent	110993
Halloween - Theme	100048
Make Luv - Room 5	111639
The Logical Song - Scooter	102313
Move Your Feet - Junior Senior	110619
Weekend - Scooter	112641
Spirit In The Sky - Gareth/Kumar	111214
Eye Of The Tiger - Rocky Theme	100687
Celtic - Fields Of Athenry	100381
The Simpsons - Theme	102191
Great Escape - Theme	100382
Never Walk Alone - Liverpool	100379
All I Have - Jo Lopez / U Cool J	110313
Scandalous - Mistaeq	111173
Boys Of Summer - DJ Sammy	110321
Jackass Theme	102708
Knight Rider - Theme	100131
Clocks - Coldplay	108122
Somewhere I Belong - Linkin Park	111021
A Team - TV Theme	100682
Axel F - Beverly Hills Cop	100010
Z Cars - Everton Anthem	100380
Blaydon Races - Newcastle	110616
Tonight - Westlife	110582
Child O Mine - Guns N Roses	101084

ROCK

Sweet Child O Mine-Guns N Roses	101084
Bat Out Of Hell - Meatloaf	100343
Love A Bad Name - Bon Jovi	101908
Living On A Prayer - Bon Jovi	101543
Rollin - Limp Bizkit	100389
Gets Me Through - Ozzy Osbourne	102210

RECENT HITS

Without Me - Eminem	102172
No Flow - Big Brovaz	102626
Down Boy - Holly Valance	102696
Unbreakable - Westlife	102743
What I Go To School For - Busted	102549
The Scientist - Coldplay	102602
Utd States O Whatever-L Lynch	108097
A Little Less Conversation - Elvis	102073
Zephyr Song - Chili Peppers	102603
Too Bad - Nickleback	102532
It Takes More - Miss Dynamite	102019
Alone - Lasgo	102351
Love Will Set u Free - Starchaser	102235

PIC MESSAGES

for compatibility, see below.

106299	106090	106122	106123
106127	106132	106136	106257
106286	106354	106355	106368
106418	106446	106447	106482

HOT LOGOS

for compatibility, see below.

105931	105933	105936	105970
105932	105971	105976	105987
105466	105472	105803	105471
105487	105479	102871	102873

ORDER BY PHONE

for compatibility, see below.

**FOR ALL TONES, LOGOS & PICS, USE A LANDLINE & CALL:
0907 072 0860 AND LISTEN TO PROMPTS.**

CHECK PHONE COMPATIBILITY BEFORE ORDERING*

* Tones: Nokia 3210 3310 3320 3330 6110 6150 6210 6250 7110 8210 8250 8310 8850 8110i 9000i 9110i 9210 Motorola V50 V66 Talkabout 191 192 Siemens ME45 M50 S45 SL45i C45 A50 Sony Ericsson T29 T39 T65 T66 T68i • Logos: Nokia 3210 3310 3320 3330 3360 3390 3395 3510 3583 3590 3595 5110 5510 6110 6130 6150 6210 6250 6310 6360 6610 7110 8210 8250 8310 8390 8810 8850 8890 8110i 9000i 9110i 9210 Sony Ericsson T20e T29 T65 T66 R520m2 & T68i Siemens ME45 S45 C45

0907 calls cost 75p per min. Max cost £3.

Calls from mobiles may cost more.

Callers under 16 must get permission from bill payer.

Customer support - 0871-872-9899

or write to PO Box 9107, Birmingham B7.



OFFICIAL TIPS

Cheats are for everyone, not just for cheaters. We have the cheats, you want the cheats. Yes, you do. It's no use denying it, we can see it in your eyes...

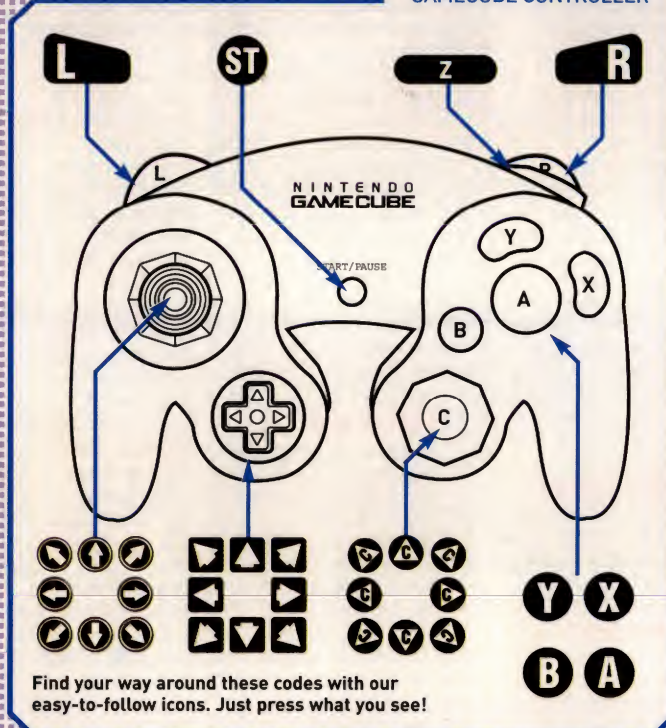
Def Jam Vendetta
Codes for rude dudes **p90**

Enter The Matrix
Take the red pill **p91**

Splinter Cell
Sneaky secrets **p92**

The Sims
Real-life rule breakers **p93**

GAMECUBE CONTROLLER



DEF JAM VENDETTA

■ UNLOCK SOME ROUGH 'N' TOUGH RAPPING BAD BOYS

To unlock some brutal brawlers, hold **L**, **R** and **Z** on any Character Select screen, except while in Story mode and simultaneously hit these codes for the corresponding fighter...



❑ For D-Mob, hit **Y, B, Y, A, X**; for Deebo, hit **X, X, A, A, B, Y**; press **X, B, X, Y** for Funkmaster Flex; tap in **A, Y, A, B, X** for Ruffneck.

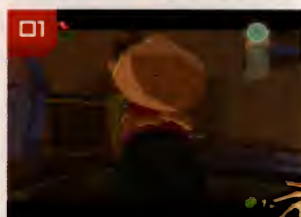


❑ Hit **Y, B, X, Y, X** for Iceberg; use **X, X, X, Y, B** for Ludacris; **Y, X, A, B, X** for Method Man; **X, Y, B, A, X** for N.O.R.E.; and **X, X, B, Y, A** for Redman.

ZELDA: THE WIND WAKER

■ FREE HEALING SOUP AND GAMECUBE CLOCK FEATURE

The Wind Waker is so awesome that if you don't have it, you don't deserve to own a GameCube. Here are some sweet tips...

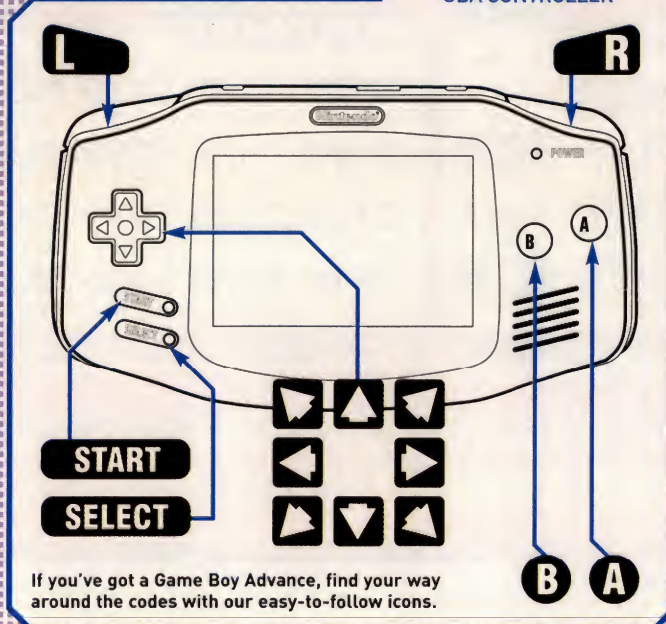


❑ After Dragon Roost Cavern, return to Outset with a Fairy in a Bottle or a Red Potion. Give it to Grandma and she'll swap some healing soup and give you free refills!



❑ Did you know that *The Wind Waker* uses GameCube's internal clock? Play it during the day and the sky on the File Select screen will be sunlit. Play at night and it's all starry.

GBA CONTROLLER



RED FACTION II

■ MASTER CHEAT ALERT! EVERYTHING YOU NEED IS HERE

With intense action from the off, *Red Faction II* will leave you with an aching trigger finger. Take a look below to get access to the game's wealth of secrets. Enter them in the Cheats screen.



01 For super health, press **A, A, Y, B, Y, B, X**. Press **Y, B, A, X, Y, X, A, B** and unlimited ammo is yours. Hit **X, A, X, Y, A, X, A, X** for infinite grenades.



02 Now you can kick serious ass, but if you still can't complete a level, you'll need the Level Select cheat. But we won't tell. Oh, alright... **X, Y, A, B, Y, X, A, A**



03 But if you want to use all of these cheats, as well as the other more wacky ones at the same time, the master code is your answer. Input **Y, X, B, X, Y, A, B, A** and every cheat in the game will open.

ENTER THE MATRIX

■ KICK ASS, AGENT-BEATING CODES

The film is awesome. The game isn't. But there's no doubt that thousands of *Matrix* fans will buy this, so here are some sweet hacking codes to play around with.



01 Go to the Cheats screen in the Hacking menu: type **0034AFFF** for maximum firepower; **1DDF2556** for infinite ammo; and **4516DF45** for infinite health.



02 Input **69E5D9E4** for infinite Focus. Activate low gravity with **BB013FFF**. Get multiplayer fighting action, with **D5C55D1E** and a bonus test level with **13D2C77F**.

03 Tap in **0034AFFF** and enemies won't see you, and enter **FFFFFFF1** and you won't be heard either. Put in **7F4DF451** to activate Turbo mode, and type out **7867F443** to speed up the Logos.



NBA STREET VOL. 2

■ UNLIMITED TURBO, NO COUNTERS AND MORE...

Go into Pick Up mode and after you enter a name, the game will say 'Enter Cheat Codes' at the very bottom of the screen. Now hold **L** and hit these buttons to activate some cool cheats...



01 For Street Kids, enter **Y, Y, X, B**. Tap **Y, Y, X, X** for no counters. Get unlimited Turbo by entering **B, B, Y, Y**. Score easy two-pointers by entering the code **Y, X, B, Y**. Hit **X, Y, Y, X** for the WNBA ball.



02 The skilled may enter **Y, B, X, Y** for hard two-pointers. For all Quicks press **Y, X, Y, B**, or hit **Y, Y, Y, B** to always have Legend Trails. Hit **X, X, X, Y** for explosive rims and for the classic big heads, hit **X, B, B, X**.



FAST TIPS

Get a quick start in *Burnout 2*, get a Sound Test in *Ikaruga* or play Julius Belmont in *Castlevania: Aria of Sorrow*. How? Look below...

BURNOUT 2

To get a Boost off the line, hold down the accelerator and tap the brake to make your wheels spin, then release the accelerator just before 'GO'.



IKARUGA

To unlock the hidden sound test option, play the game for 8 hours or 15 hours, as you reach some skills to finish the game for Easy without conceding.



CASTLEVANIA: ARIA OF SORROW

Complete the huge game as normal, then start over again and enter the name Julius to unlock hidden features.



GT ADVANCE 3: PRO CONCEPT RACING

■ UNLOCK ALL CARS, ALL TRACKS, ALL TUNE-UPS AND MORE...

It may look dated to some eyes, but we reckon *GT Advance 3: Pro Concept Racing* is one of the best racers on the handheld. Blow open all of its unlockables with these smart cheat codes.

□ There are tons of meaty motors in this game. Hold **L** and **B** and press **□** at the Title screen and every car in the game will be unlocked and ready to thrash. You'll have more motors than Clarkson.



□ Want more tracks? On the Title screen hold **L** and **B** and press **□** to open up every circuit, giving you all the freedom you need.



□ Cars not quick enough? Hold **L** and **B** and press **□** to bag all the tune-ups without having to win races and earn them yourself.

SPLINTER CELL

■ USEFUL STICKY CAMERA TRICK

In a game where one false move could get you killed, you'll need all the help you can get. This month we reveal how Sticky Cameras can be even more useful than you first thought...



□ We all know that a Sticky Camera can be stuck to walls, but did you know it can knock out enemies, too? Equip a camera and shoot it at the head of a soldier – he'll sleep like a baby.



□ But the best thing is that the camera can then be re-used, meaning you've got an endless supply of ammo! If it lands in an unreachable area, shoot at it, bouncing it to within reach.



THE SIMS

FREE ITEMS, FIRST-PERSON VIEW AND MORE

Check out these cool codes. They'll allow you to unlock some fab features and even make purchasing items free!



❑ Strapped for cash? On the main menu, hit **L** and **R** together to bring up the Cheats menu and type in the code **FREEALL**. Now all items will be free. Time to go shopping!



❑ Open up the Cheats screen by hitting **L** and **R** at the main menu and spell out **PARTY M**. This will unlock the Party Motel multiplayer game in the bonus section of Get A Life mode.



❑ If you can't be bothered to play through Get A Life Dream House to open up The Sims mode, there's a quicker way. Simply open up the cheats screen as before and enter the code **SIMS**.

SPLINTER CELL

DOWNLOAD MORE LEVELS TO THE GBA

This stealth-'em-up is cool, but if you have the GameCube version and a link cable, here's how to make it even better...



❑ If you link the GameCube version of *Splinter Cell* up to the GBA game, it will allow you to download an extra five missions onto the portable. This will give you a total of more than 15 levels to sneak around in!

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Q&A

Metroid Fusion is stumping some troubled gamers this month. But we all get stuck sometimes and as you can see, we've got the know-how, so send all your gaming queries to *NOM* and we'll be all over it like a rash.

METROID FUSION

Q I've just beaten the spider-like boss in the Reactor Silo and bombed my way through the wall into sector two, but when I drop down the SA-X is there! How do I escape?

Alex Retter, Wiltshire

Did you know: The Super NES game, *Super Metroid* was so big it came on the biggest Super NES cart ever at that time, with 24 Mbits of storage space.

A The trick to escaping the SA-X is to stun it with your Ice Missiles, giving you time to sprint off like your arse is on fire. When you get to the room with the high wall, jump up and roll through the gap, then keep quiet. The SA-X will enter, walk around for a bit and then leave. Jump back over the wall and blow a hole in the floor with Missiles to progress. Phew!

One more thing...

If you're still having problems getting away from the SA-X you'll do a lot better holding **L** while you run. This will make your gun point diagonally up, allowing you to shoot open all the shutters without having to stop and take aim. It's tough, but you can do it!

Samus needs to steer clear of the SA-X

SUPER MARIO SUNSHINE

Q In *Super Mario Sunshine*, I can't find the Sand Castle in Gelato Beach Episode One: Dune Bud Sand Castle Secret. Please help me because I've spent ages trying to find it!

Andrew McAleavey, Co, Tyrone

Did you know: Yoshi can eat the birds that fly around Isle Delfino. Blue birds will give you a Blue Coin and the Yellow ones will give you a Shine!

A The Sand Castle is not there at first. The clue to the secret is in the name of the Episode. Dune Bud? As you'll have seen, there are loads of small plants on the sand. Spray water in the right one and the Castle will pop up from underground – easy to spot. From the start of the level, just walk to the left and water the bud that's near the path of sand, branching out into the water. Bosh!

One more thing...

There are loads of annoying duck-like enemies running around all over the beach area on this level. If they keep on getting in your way, you can get rid of them by drenching them with water to stun them... then butt-stomp the blighters. Blam!



As with all *Mario* games, the more you explore and try new things, the more secrets you'll find

SUPER MONKEY BALL 2

Q I recently bought *Super Monkey Ball* 2 and have managed to fly through to the eighth world, but now I'm stuck on a level called Vortex. Please could you help me out? I'm really stuck.

Jake Colvin, Ross-on-Wye

Did you know: There is a Gift option that will only be available once you've opened all of the Party games.

A Okay, Jake, listen up... or should that be 'read up'? Whatever. Roll over the Play button, then roll to the right of the platform. Turn around and roll off the right edge, onto the Vortex. The Vortex will gradually stop and you'll need to hold **○** or **□** to stay on the inside of the track when starts again. But it'll soon come to a stop again and the goal should be right ahead of you. Quickly roll forward as the platform slows and bounce off the edge to land on the goal platform. That should do the trick.

The key to success is...

Super Monkey Ball is all about skill and judgement. Although a lot of these levels are tough, you just need to play them over and over until you find the correct tactic. On Vortex, the key to success is the amount that you tilt the 3D Stick to the left. It depends entirely on momentum, so watch your speed and be the ball!



SMB 2 is all about balance and timing, so the more you practise your skills, the better you'll get



TIMESPLITTERS 2

Q In *TimeSplitters 2*, I have found one of the games for my Temporal Uplink, but there are spaces for two others. What games are they and where can I find them?

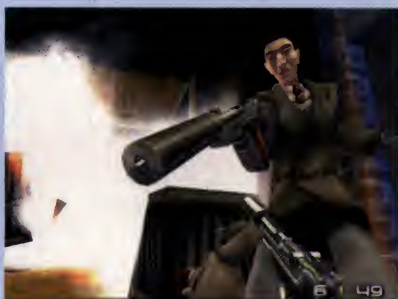
Ben Riley, via e-mail

Did you know: The three Temporal Uplink bonus games that are in *TimeSplitters 2* were originally games made for the Atari 2600.

A Well, you didn't tell us which game you found (d'oh!) so we'll have to locate all three for you. The first is *Anaconda*, which you'll find in Siberia in room the on the opposite side of the dam. Look on a metal shelf to the left. The second is *Retro Racer*, found on the Robot Factory level on Hard mode. Look under the ramp in the northeast corner of the large room before the boss. The last game is *Astro Lander*, found in Neo Tokyo on Normal or Hard mode. It's in a locker in the room that also houses the computer uplink.

And keep in mind...

Kill every enemy around before you start looking for these games, or you might get a cap in the ass.



Get your filthy hands off my *Anaconda*, bitch

PIKMIN

Q I've gathered 22 parts of my near-repaired space ship, but I've got a serious problem on Forest Navel. Where are the Bomb Rocks to get through the stone wall to the Guard Satellite?

Andrew Fraser, via e-mail

Did you know: If you press **Y** little Olimar will lay down. While doing this, no attack can hurt him.

A From where your ship is, you'll need to head to the northwest area of the map where the small pools of water are. You'll need to use yellow Pikmin to grab the Bombs hidden in a tin can to the left of the farthest pool.

Now throw them back to the upper layers of terrain and use the little plumes of steam to get Olimar up there too. Now you can explode that annoying wall that's been blocking your path.

Also remember...

Yellow Pikmin are not swimmers, but they are the only ones that can retrieve the all-important Bomb Rocks. This area is surrounded by small ponds, so be careful not to drown them. Waste Bombs and you'll have to start again.



Remember that your Pikmin are all specialists at different things – so use them wisely

WRITE IN, WIN PRIZES!

If you're stuck and need a helping hand, why not scribble your problem down and send it off to us at **NOM**. If your letter gets in the mag, we'll send you one of these fab goodies from the nice people at Gamester. You'll get a cool ProRacer steering wheel for a GameCube query, or a Flo-Light for a GBA stumper.



PART TWO

ZELDA WALKTHROUGH

RIGHT TO THE END, BABY...

... that's how far we're going. But it doesn't have to finish there. Just think of the all the mini-games still to play!



7							
6							
5							
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1							
	A	B	C	D	E	F	G

ZELDA FOR BEGINNERS

- Okay, the grid references in this guide are based on the ones shown on the left. So, for reference D4, you'd go four in and four up, got it?
- Keep on looking for those fairies – by the end of the game you should have received Bomb, Arrow and Rupee upgrades from them, meaning you can carry loads more.
- If a Floor Master grabs you, don't panic, you won't be trapped for ever – there's always a way out.
- Finally, buy some Hyoi Pears from Beedle and practise your seagull-flying skills – you'll need them to help you find the all-important Triforce Shards.

FIRE, ICE AND MEDLI



■ Wind god, Cyclos, is lurking out at sea in a huge cyclone. Get sucked towards it and fire three arrows at him to get the Ballad of Gales. Warp to B6. Get Fire and Ice arrows.



■ Warp to F6 and head south. Find Fire Island and shoot an Ice arrow into the plume of lava. Climb right to the top of the volcano, keep right and jump inside.



■ Jump over the lava platforms and kill the two enemies. Get the Power Bracelets lift the big head. Now go into the light which will take you back up to the surface.



FIRE, ICE AND MEDLI, CONTINUED...

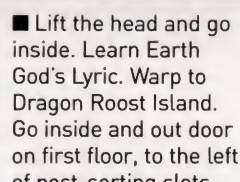


04 Warp to F2 and go west one square to get to an island shrouded in icy winds, Ice Ring Island. Aim a Fire Arrow at the giant frozen head and let rip to warm up the island.

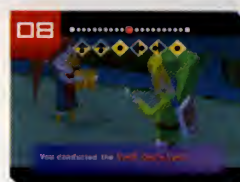
■ Work your way into the big mouth and fall down the hole. Take out the bats with the Boomerang, climb across and carefully slide down the chute.



06 Get the Iron Boots from the chest and use them to walk past the wind. Go into the light. Warp to Outset and east to Headstone Island (C1) – the one with the huge head.



■ Lift the head and go inside. Learn Earth God's Lyric. Warp to Dragon Roost Island. Go inside and out door on first floor, to the left of post-sorting slots.



08 Turn right, grapple across and climb the ladder to find Medli. Get out the Wind Waker and play Earth God's Lyric. Watch the movie and go back to Headstone Island.

EARTH TEMPLE



01 Use Earth God's Lyric to enter. Pick up Medli. Jump gap. Carry Medli through and upstairs. Fly over. Hit arrow.



02 Command Medli. Fly to next pillar. Hit switch. Use ChuChus into light to petrify them. Grab one and throw.



03 Command Medli. Stand in the beam of light and press Aim the light at the chest to get the Dungeon Map.



04 Go through door and stand to right of big statue. Wait the fog with the Deku Leaf and hit the switch with the Hammer.



05 Next, head left and climb. Pull block to reveal light beam. Shine Medli's light at chest to get Small Key – use in big room.



■ In the next room, defeat the Red and Green ChuChus and then set fire to the banners. Place Medli on one switch and then put a petrified ChuChu on the other.



■ Run up the steps and push the large block back down. Next you must throw Medli up and then follow her. After that, kill the Floor Master and push the first block left.



■ Shine light at statue and swirls. Pull block. Climb up.



■ Kill enemies. Go up and left. Fall into pit. Get Small Key.



■ Go back. Unlock door. Kill skeletons. Get Mirror Shield. Reflect light at the seal.



■ Shine Medli's light at centre of room. Switch to Link. Use Mirror Shield to break wall.



EARTH TEMPLE, CONTINUED...



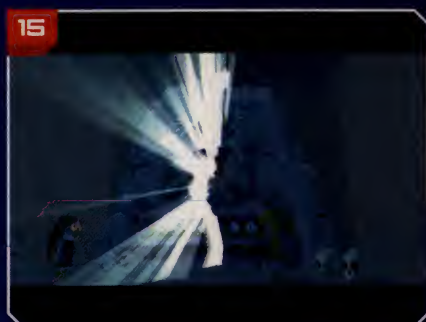
12 Carry on and go through door. Float over gap. Smash rock twice into Medli's eyes. Go all the way down and over bridge. Play Earth Ocarina piece on ocarina.



13 Go through door. Defeat enemies. Shine light at fire. Warden and left-hand mirror. Go through the right door, run through the ring and grab the Small Key from the chest.



14 Go back and through opposite door. Run past the fog, smash switch and push statue. Back again, throw Medli up and push block to form step. Go through door.



15 Place Medli in shaft of light and chase. Smash on the large statue, walk in front of all of the candles and hit all the enemies. Play Earth Ocarina piece to unlock the door.



16 Blow the wayward candle on the right to activate it and run up downstairs, float right over the gap and through the labyrinth door.



17 This bit gets pretty tricky. Jump down and push the two statues towards the walls. Command Medli and fly to the top of the central turret. Stand on the switch.



18 Place Medli on all switches and get rid of warden. Run up into dark corner. Use Link to shine light at warts and destroy wall. Push both new statues into place.



19 Send Link to other side and stand on taller pedestal to get rid of final statue. Swap Link for Medli and smash small platform. Destroy wall and get last block.



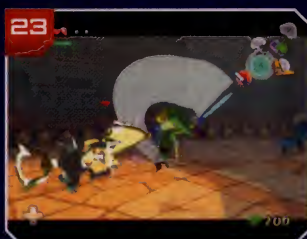
20 Pull blocks into place to complete altar and shine light into head's eyes. Kill two skulls and bring in the Big Key. Go back to the tall room with the vines.



21 Climb up vines and fly Medli to meet you. Float across the gap to the next Boss Door.



22 Start the battle by zooming into a beam of light and aiming your shield at the boss.



23 When stunned, pick him up and throw him into a spiky pillar. Wield mini-ghosts.



24 Watch out for his lantern, breath and gusts of air. Kill all mini-ghosts and boss will fall.



GALE ISLAND



01 Warp to Windfall Island (D6) and go north one square to find Gale Island. Put on the Iron Boots and walk into the wind. Smash the switch with the Hammer to gain entry into the temple.



02 Learn the Wind God's Aria, then go all the way back to the Forest Haven (F2). Climb to the first grapple pole and look into the right-hand waterfall, you should see musical notes.



03 Swing into the waterfall. Now talk to the Korok called Makor and conduct the Wind God's Aria. Warp back to Gale Island again, then play the Wind God's Aria and enter the Wind Temple.

WIND TEMPLE



■ Jump down and defeat two enemies. Command Makor and plant seeds in two patches of dirt. Fly Makor across to the far platform and jump on the switch you find.



02 Jump onto lower spring. Equip Iron Boots, then take them off to spring to the higher platform. Move onto next spring. Use Iron Boots and Deku Leaf to float over to Makor.



■ Defeat statues and use Deku Leaf on rotor. Carry Makor across and plant seeds. Command Makor to fly up to the three platforms, planting seeds as he goes.



04 Go through the right-hand door. Defeat all enemies and go through the eastern door. Avoid the blade and use your Iron Boots to smash the right-hand squares. Wait the rotor.

■ Walk through and wait the rotor again, jump from the spring and go through the right-hand door. Float over the updraft to the platform on the left. Jump on the switch.



■ Float to mesh platform and through hole in fence ahead. Get Dungeon Map. Float back through the fence and charge up your leaf, float left through the two open fences.



WIND TEMPLE, CONTINUED...



07 ■ Floor to far platform. Go through right-hand door. Use Boots on switch. Go to bottom of room and use south door.



08 ■ Smash panel with Boots and kill ChuChus. Pull spring under hole, push block, jump up and float over spikes.



09 ■ Get the Small Key and exit the room. Go through the opposite locked door. This mini boss sends a range of enemies, none too lacking. Keep firing arrows at the actual boss. They should do. Get the Hookshot! Go back to the tall room.



10 ■ Use Hookshot to climb up platforms. Once at the big head, stand to the side, put on your Iron Boots and Hookshot its forehead. Rescue Makor.



11 ■ Command Makor to go to the west platform and follow him over to it. Go through the door and use your Hookshot to climb up the trees.



12 ■ Take out the skulls. Send Makor planting again. Hit switches to open door and fan cover. Jump on the fan cover.



13 ■ Fly Makor to dirt patches and plant seeds to start fan. Fly Link and Makor to 1E west platform. Go through door.



14 ■ Fly Makor across and then move Link across with the rotor and spring technique you used before. Play the Wind God's Aria. Defeat the three knights to get the Big Key. Now make your way back to the large propeller room.



15 ■ Fly to door at top. Enter and defeat statues, get Small Key. Fall beneath the fan and go through locked door. Hookshot to switch and open door.



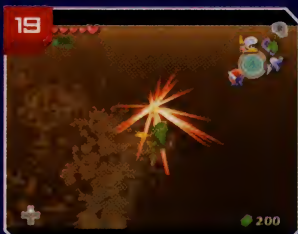
16 ■ Fly Makor over and plant seed. Hookshot across. Enter door. Use Boots and push block to stop blades. Climb over and push it into trench.



17 ■ Use the other two blocks to stop the blades, then carry little Makor across. Now whip out your Wind Waker and play the Wind God's Aria.



18 ■ To duff-up the Sand Shark good and proper, Hookshot the tip of its tongue and then move in, slashing away with your Sword.



19 ■ To deal with the smaller sharks, you'll need to Hookshot them and then whack them a couple of times with your Sword.



20 ■ The boss will attack you from above and below, so make sure you roll out of the way. Once it's defeated, the Master Sword is restored.



THE TRIFORCE SHARDS



01 1ST SHARD



■ If you haven't already done it, sail to C7 and find the fairy. Get the Rupee Bag upgrade. Now sail to Tingle Island (C5) and check post box. Pay 201 Rupees to get the IN-credible chart.

02



■ Warp to Outset, climb the rock path to where the rope bridge was and stand on the tallest rock. Set wind west and float to rock platform with big head, pick it up and enter the battle dungeon.

03



■ Keep killing until you get to the bottom. Play Wind's Requiem to get Triforce Chart. Go to Tingle Island to get the chart translated. Go to D3 and get Triforce Shard.

04



2ND SHARD

■ Sail west to C3, lift the stone head and enter the battle dungeon. Defeat all of the enemies and get the Triforce Chart. Get it translated, go to F7 and get second Shard.

05



3RD SHARD

■ Go to B3, blow-up the ship guarding the entrance and enter the cave. You'll find another Chart. Grab it and get it translated. Go to B4 and get the third Shard.

06



4TH SHARD

■ Go back to Windfall Island, talk to the teacher and then beat the kids at hide and seek. Give the teacher her present and 20 more Joy Pendants to get the Cabana Deed. Now get down south to your island retreat.

07



■ Go to E3 to find the Cabana. Show the Deed at the door to get in. Grapple bar in centre of room and go into fireplace.

■ In the tunnels, find two zombies. Kill them, smash pots and get the Chart leading you to the fourth Shard.

08





THE TRIFORCE SHARDS, CONT....

09 5TH SHARD



■ Go to G3 and grapple to the top of the small island. Take out the blue birds with Fire Arrows. Put a Hyoi Pear on your head to call a seagull and fly into all the lanterns to unlock the door.



■ Get the new Chart, then take it to Tingle Island and have it translated as before. Once you've done this, go to C3 to get the fifth Triforce Shard. Now you're really getting somewhere.

11 6TH SHARD



■ Sail to G7 and Hookshot up the trees. Next, fall into the battle dungeon. Defeat all of the enemies in here and play Wind's Requiem. Get the Chart and have it translated. Now go to D1 to get the sixth Triforce Shard.

12 7TH SHARD



■ Sail to A3 and find the fleet of bombships. Give them a good hiding and once you defeat the golden one, use your Grappling Hook to get the Triforce Chart from the sea bed. Get the Chart translated, go to G2 and get the seventh Triforce Shard.

13 8TH SHARD



■ Next you'll need to sail to A2, Hookshot to the top of the island and fall into the hole. Jump in the cauldron and warp your way to the chest containing the Ghost Ship Chart, then find it on your map. Eek! Shiver me timbers...

14



■ First sail into the Ghost Ship and kill the wizard. This will get you the final Triforce Chart. Get the Chart translated by the money-grabbing Tingle and go to B1 to get the eighth – and final – Triforce Shard.



GANON'S TOWER



■ Go to Tower of the Gods. Go below the now-fallen statue of the Hero of Time. Defeat the two knights and exit the castle. Use the Master Sword to destroy the barrier. Walk along the path and Hookshot across the broken bridge.



■ Walk into the centre of the lava room and go over the first rope bridge on the left. Defeat the guard and enter the room. Hookshot the right-hand skull on the first pole and then grapple up to the pole.



■ Float over to the farthest lava platform and then grapple up to the far ledge, go through the door. It's the first boss you faced again, but this time in black and white. Defeat him as you did before.



■ Back in the central cavern, take the second left-hand bridge, the one with the vines around. Get to the first platform and go towards the centre. Then float across to the first moving platform.



■ Call the second platform and float to the lower moving ledge. Jump over to the second moving ledge. When the ledge is at its highest point, Deku Leaf across to the far ledge and go through the door.



■ It's the second boss. Defeat him as before. Remember? No? Okay, all you need to do is use your Boomerang to sever the vines attaching the boss to the ceiling. Once it drops, attack the central flower. Next, kill the ghost boss, as in the Earth Temple.



■ In the next room, take out the wizard with Fire Arrows and spring and float across the spikes. Spring through the tornadoes, keeping in the middle. Then Hookshot up to the platform. Go through the door.



GANON'S TOWER, CONTINUED... →

08



■ You'll need to kill the Sand Shark just as you get before and go through the final door. Forward-roll down the first corridor, avoiding the caskers.

■ Use the defined ChuChu Trick Twice. Go up and take right-hand door. Memorise sequence. Use other door. Use Boomerang to light lanterns in same order.

09



0341

10



Go back to chandelier room. Read (table) and jump down hole. Strike Phantom Ganons as before and use door the sword hit points to. Get the Light Arrows.

■ Go through final door. Fire Light Arrow at Phantom Ganon. Smash through wall with big sword. Climb stairs, killing as you go.

11



0414

12



PUPPET GANON

0468

■ Use your Boomerang to cut the puppet's cords, especially the one attached to the tail. This'll make things easier.

13



0468

■ Unleash some Light Arrows at the shining orb on the tail. You'll need to repeat the cutting and Light Arrow process to reach the next Ganon.

14



SPIDER GANON

0468

■ Pull down on the C-Slick and watch the spider's reflection, positioning yourself in the right spot to smack its hairy ass when it falls at you.

15



0468

■ When Spider Ganon falls to the floor, make sure you get a good shot at the light orb. You'll only get one shot before it goes back up above.



16

CATERPILLAR GANON



■ Watch the nasty, scurrying caterpillar very carefully. You must hit the tail-end of it with Light Arrows. It's easier said than done, we can tell you. After killing it, climb the red rope, then grapple up to the next level and collect the power-ups.

17



■ Walk to the very outside edge of the platform and grapple again. Now blow open the warp cauldron. Hookshot your way up to the platform. Now get your gaming gloves on and prepare for the big, fat final battle.

GANONDORF

18



■ First you should position yourself so that Ganondorf is right between you and Princess Zelda. The plucky girl will fire Light Arrows at him.

19



■ When Zelda gets knocked out, keep dodging Ganondorf's attacks, but stay close when he jumps and use the flashing **A** attack to batter him.

20



■ When Zelda awakes, stand still with your shield raised in order to deflect the Light Arrows. You'll need one more flashing **A** attack and then it's good night Ganondorf.

SPOILER WARNING

GANONDORF

■ Wow, you did it! How did you get to be so good? Was it by reading this guide and following it all the way to the end? If it was then you're a dirty cheat and should have your brain scrubbed and be forced to play all the way through again.





ZELDA MASTER QUEST GUIDE

ULTIMATE DUNGEON GUIDE

There's a reason this is called *Master Quest* and that's because you really need to be a *Zelda* master to finish it. But help is at hand with our ultimate dungeon guide...



INSIDE THE DEKU TREE

THE BEGINNING



■ Get the Map from the chest. Climb the vines and stand on the Switch. Go through the door it reveals. Use a Deku Stick to light the torch. Press the Switch.



■ Kill every monster and use a Switch to reach the chest. Get the Slingshot. Return to first room and burn the web. Use the Slingshot to target the eye above the door.

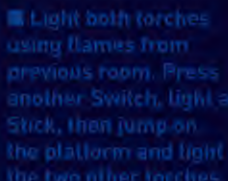


■ Next room: kill everything, climb vines to far side, get Compass. Shoot ladder above door to exit. Backtrack to main room. Light a Deku Stick and burn the web on the floor.

GOING UNDERGROUND



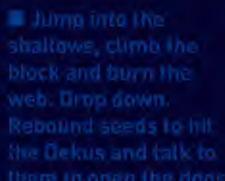
■ Stand on the Switch near the grate. Burn the web, press Switch then open chest. Shoot the eye above the door and enter next room, kill everything inside.



■ Light both torches using flames from previous room. Press another Switch, light a Stick, then jump on the platform and light the two other torches.



■ Kill everything in the next room. Deal with bats and step on Switch. Burn both webs. Crawl through hole. Push block into the water, cross over and light a Stick.



■ Jump into the shallows, climb the block and burn the web. Drop down. Rebound seeds to hit the Dekus and talk to them to open the door.

GOHMA



■ Lock-on and shoot Gohma's eye when it's on the ceiling, then stun it with a Nut or your Sword before attacking. You get a Heart Container for your efforts.



DODONGO'S CAVERN

GETTING THE BOMB BAG



01 Bomb the walled-up area on the right. Get the Map. Destroy the boulder and stand on platform. Jump off and stand on the Switch.



02 Enter next room and grab a Bomb. Put it down in the area with no Bombs to create steps. Get all Rupees and exit. Kill everything to get Compass.



03 Cross the bridge. Enter room on other side. Push boulder underneath each until torch then light them quickly. Kill all the enemies in the next room.

Return to crate room. Find other lit torch on platform. Light it, then jump into alcove. Run forwards and light torch. Burn web then take out the large Skulltula.



05 Light a Stick and ignite the torch. Move the corner crate so you can climb onto the platform. Clear the corridor, then light the Bomb. Throw it at the stone blocking the tunnel.

Kill both Uziars. Break crates to reveal Switch. Use Slingshot from platform to turn it on. Jump to where the fire was, then left and use Bomb in alcove on the corner boulder.

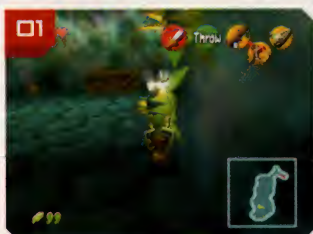


07 Press Switch. Swipe Crystal Switch before running back to the start and across. Now go straight across next room and blow up wall in next tunnel.



08 Drop Bomb off ledge. Blow-up wall. Use white platform to get Bomb and blow-up boulder. Ignite Bombs on wall then use Slingshot on the eye.

BOMBS AWAY



01 Keep going until you reach a cavern with a line of Bombs on the wall. Ignite the second set and run through to get the Bomb Bag. Ride the platform up. Stick a Bomb in both eye sockets of the large head.



02 Go right and pull three gravestones in next room. Lob a Bomb over the fire to hit a Switch. Pull gravestone, then enter the right room. Pull another gravestone. Use Bombs to kill the statues.



03 Light the line of Bombs on the wall and stand well back. Hit the switch in the next corridor and enter the door it unlocks. Plant a Bomb in the middle of the room and then drop down to a boss fight.

BIG DODONGO



Stand in front of it. When it opens its mouth, chuck a Bomb in. After it explodes, smack it with your Sword, then hug the wall while it rolls past. Repeat the process four or five times.



INSIDE JABU JABU'S BELLY

RESCUING RUTO



01 Bomb boulder, step on Switch, get Map. Shoot both cows and use door. Swim underneath cow. Emerge and shoot cow to get Compass.



02 Stand on Switch and head through door using spiky platform. Follow Ruto and pick her up. Shoot cows on wall. One chest has a Bombchu.



03 Carry Ruto onto Switch at the bottom and over to the blue one. Leave her on it and enter the door. Kill everything in here to make a chest appear containing the Boomerang.

Use far door and enter room above Ruto. Use a Bombchu to blast boulder and shoot cow behind. Hit red blob covering door with Boomerang to stun it and climb over.



05 Blow up boulders in the corridor and put a wooden crate on the Switch. Use the Boomerang on the red tentacle in the next room. Leave this room and use the door on the left.

Shoot cows and kill blobs. Light Stick and exit. Burn web covering the nearest door. Kill the tentacle thing inside, then come back out and run to where the wooden crates are.



07 Use door ahead and kill the green tentacle inside. Go back out and into the last room. Kill everything inside. Bomb boulder and press Switch.



08 Return to Ruto. Grab her and stand on the Water Switch to reach highest ledge. Use door and throw her onto the platform to get Spiritual Stone.

LOSING RUTO



01 To quickly dispose of the nasty mini-boss, stun it with your Boomerang and then, when it's defenceless, jump attack its bottom with a Deku Stick. Ride the platform up and then shoot the cow.



02 Shoot another cow on the wall and grab a crate. Stun the pink enemy, grab a crate and jump on it. Put down the crate and stun the second pink enemy. Quickly get the crate and hop to the Switch.



03 Put crate on Switch and open door. Jump on platform and ride down. Shoot cow, open chest and go through door. In the next room shoot one cow once and the other three times to access the boss.

BARINADE



Keep moving. Use the Boomerang to stun the beast, then attack the smaller jellyfish. Repeat this process until there are no more jellyfish, after which you can stun it and attack.



FOREST TEMPLE

ON THE WAY TO THE FAIRY BOW



01 Hit Switch and use Song of Time to move block. Get Key in main room and go right.



02 Climb and pull block. Push next block into slot. Climb ladder and pull red block.



03 Climb block and push red block. Hit Switch. Use door. Get Boss Key. Drop through hole.



04 Use door on balcony. Kill zombie. Exit and use nearest door. Hit Switch and drop.

GHOST BUSTING

■ Go to twisted corridor. Jump across to door. Pass through one room and kill everything in the next. Get Fairy Bow. Go to last room. Shoot ghosts in the pictures and kill them when they come out.



02 Go through room where you fought skeletons and use same process to kill ghost. Get the Compass and backtrack to the large room near the start. Shoot eye above the door on the right.

■ Shoot eye in the well to drain it and retrieve Key. Go back up and Hookshot the target above the door, climb up and play Song of Time. Hop to the furthest box. Climb up vines for another Key.



04 Hookshot to reach high door. Shoot through fire. Go back to second ghost room. Unlock door. Jump to the right and run down hall, unlock door at end.



05 Put box on Switch. Shoot through fire at ice. Remove box. Go past twisted corridor and drop to chequered floor. Avoid ceiling. Hit Switches.



06 Use side door. Drop off for Key. Go to chequered floor room. Unlock door. Shoot into picture then arrange blocks to match picture. Kill ghost.



07 Go through to main room and down. Push wall for a Switch. Shoot it, then jump on. Push again for small room. Shoot eye then unlock door.

PHANTOM GANON

■ Shoot arrows at the brighter phantom. Three hits and he'll light. Lock-on and when he fires energy, swing your sword to bat it back. If it hits him, attack. Repeat to win.





FIRE TEMPLE

GETTING HAMMERED



01 Clear left room and head upstairs. Use Din's Fire to light all torches. Use door and talk to Darunia. Light all three torches in here at once to get a Key.



02 Use Key in first room. Clear next two rooms. Hookshot enemy's solid area, then attack. Get Megaton Hammer and use it on Switch in next room.



03 Get Map. Talk to Goron. Use Hammer on blocks in main room. Enter cell on left and free Goron. Return to lava room. Hookshot torch to pass firewall.



04 Light torch to make targets. Bomb wall and light torch in next cell. Free Goron and get Key. Go to large room. Step on platform and jump to alcove.

FINDING THE LAST GORON



01 Light torch. Shoot arrow through line to light torch by door. Enter and Hookshot torch. Get Base Key. Enter the locked door in the last room.



02 Climb fence. Get on moving block. Light torch, Hookshot over, then climb up. In next room, use Spin Attack on crates to trigger a Switch.



03 Blow-up both lighter-coloured wall sections in this room. Smash the rusted Switch and then use the targets to get higher. Look for wall crack and blow it up then drop.

04 Bash the Switch under a crate, get the Compass and climb back up. Find Switch behind bars at top and do a Spin attack while standing as close to it as you can. Now grab a crate.



05 Don't smash the crates – you need them to Hookshot around. Put crate on Blue Switch behind wall, then go in and rescue the Goron. Grab the Key and use it in the previous room.

06 Drop box on Blue Switch. Shoot arrow through torch to light fire near ceiling. Use door. Jump on blue box and stand on stone face. Use Hammer, then enter base door.



VOLVAGIA

01 Smash its head with Hammer when it appears, then attack with Sword. Shoot it with arrows when in the air and duck under Shield when it rains boulders. Repeat to win.





WATER TEMPLE

GET THE LONGSHOT



■ At main chamber's bottom, go right. Meet Ruto and follow her. Light all earlier torches. Clear next room, then Hookshot the Wall panel.



■ Play Zelda's Lullaby near panel to drain water in previous room. Drop and light torches. Clear next room. Get Compass. Go out and Hookshot to next floor.



■ Hookshot panel for Longshot. Enter tower. Longshot to 2F and raise water. Outside, Longshot to 3F. Next, Longshot to the corner and raise the water level.



■ Use the Iron Boots to get back in the tower, then swim to the top. Play the Song of Time on the floating block. Get on the new block and light the torches. Sink to BT.



■ Stand on the slugs at the end to reveal a Switch. Longshot it and then swim into the opening. Longshot panel and get Key. Use it on locked door at top of main room.

DARK LINK AND BEYOND



■ In next room, Longshot the Switch above the target and drop to moving platform. Longshot top-left target, then nearest panel. Kill everything in the next room, then go through to fight Dark Link.



■ Don't lock-on. Get in close and use Hammer. Eventually you'll connect and he'll die fast. Use door and Longshot panel. Drop and Longshot to each target right to end of river. Jump into square room.



■ Swim into tunnel and up other side. Light torches and exit via door in last room. Drop into next room and stand in the water. Longshot the Crystal Switch.



■ Stay on water and use Din's Fire at top. Jump over and get Boss Key. Get in water and follow passage up. Use Boots to stand on Switch. Float to 3F.



■ Longshot over to the door that has a statue in front of it. Inside, Longshot the Switch then the target and go through the door to meet Morpha.

MORPHA

■ Lock-on to Morpha and then use your trusty Longshot to reel it in. When it's close, attack it with your Sword. Repeat about 20 times to kill it.



SHADOW TEMPLE

FINDING THE HOVER BOOTS



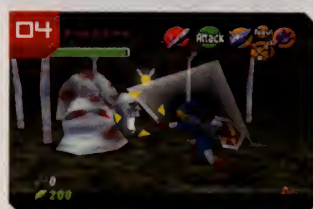
■ Longshot across. Use Lens to open door. Turn one statue to face other. Light torches. In next area, run through right wall.



■ Clear room for Key. Go to opposite area. Get White Rupees and Map. Go to statues. Use Lens. Find weak wall. Bomb it.



■ Use Lens. Get Compass. Find block in last room. Use Song of Time. Shoot all eyes. Use Lens to find gap. Head through.



■ Kill creature. Get Hover Boots. In spinning-blade room, drop into invisible gap in corner. Use Lens to get Key. Climb up.

LOOKING FOR THE BOSS KEY



■ Go back to room with sentinel treasure and blow-up wall. Open door. Avoid traps. Use Lens to spot hidden platforms on left and use fire arrow to melt ice-drip eye.



■ Go through door to another room. Get all White Rupees. Use Song of Time to make block. Use Lens to avoid blades. Enter door. Use Lens to find chest with Key.



■ Return to blade room and jump across white platforms. Spin Attack the gate to hit Switch and go through. Use Lens to find block and push it under spikes. Pull it out on the other side and climb on.



■ Step on Switch and jump on spike top to reach chest with Key. Return to blade room and use Lens to spot some hidden platforms on the left. Use the Hover Boots to reach the door at the end.

■ Get all White Rupees and clear room if opens. Exit and use Hover Boots to reach door. Enter and use Iron Boots to pass fans. Clear next room. Use Lens to find chest.



■ Take Key and return to wind tunnels. Use Lens to find alcove and let wind blow you over, wearing Hover Boots. Pass through next room and pull block to reach ladder.



■ Play Lullaby on symbol. When ship gets to end, jump off quick. Shoot bomb flowers for a bridge. Move block with Song of Time. Hit eye, then use targets to step on Switch.



■ Go through the door this opens. Use Lens and go to open door. Get Key from behind rotating skulls. Use it in last room. Use Din's Fire to burn spikes and get Boss Key.



■ Return to the room where the ship sank and go through other door. Use the Lens and Hover Boots to reach the boss room. Now get ready to face the huge Bongo Bongo.

BONGO BONGO

■ Lock-on to a hand and attack it. Immediately lock-on to the other hand and hit that. Use Lens and lock-on to eye. Attack again. While it's stunned, attack with Sword. Do it five times.





SPIRIT TEMPLE

AS YOUNG LINK



01 Destroy boulder. Hit eye to get Key. Crawl through and use door. Get Map. Go back and enter other door.



02 Hit Switch under grave. Use Bombchu on boulder. Shoot eye. Go through next room. Hit Switch under grave.



Use Din's Fire and get Key. Go back to room with fire and drop Bombchu down hole. Crawl through, then hit Switch behind door. Kill enemy and climb up.

Kill monsters at top and use Bombchu on lit rock on wall. Go to next room. Hit eye on statue to get Compass. Use Din's Fire to melt ice above door and shoot the eye.



Shoot eye in next room. Get Key. Get to top of statue room and drop down onto time block. Grab box before jumping to the stairs. Play Song of Time at top and jump across.



Jump on hand. Put box on Switch. Run down flaming corridor. Shoot Switch. Push blocks into light to open door.



Wake knight and kill him. Go through door and get Bracelets. Now go away and come back as Adult Link.

AS ADULT LINK



Destroy boulder with Bombchu. Longshot up. Push big stone. In statue room, take left door. Longshot chest in next room. Get the Key.



Activate Switch. Drop into hole. Hit Switch at bottom with Hammer. Return to statue room. Longshot to stairs and go through the locked door.



Longshot over fire. Clear next room. Play Song of Time by blocks. A box should appear. Put this on Blue Switch and use the door.

Attack the chest. Equip Lens in next room. Go through. Kill knight. Get Mirror Shield in next room. Go back to the sunlit block room.



Play Song of Time. Reflect light on sunspot. Go through, get Boss Key. Go to statue room. Quickly light three torches, then enter door. Keep moving in the next room and kill the skeletons.



LIGHTING THE WAY



■ After the skeletons are dead, reflect light onto a sun, then kill the band. Repeat for the other suns. Drop down and through next room. Grab two Rupees. Smash boulder.



■ Stand on Switch and then run over water, getting third Rupee. Smash two boulders in the next room to get the last two Rupees. Grab Key, then backtrack to previous room.



■ Enter locked door. Smash Switch. Play Song of Time in first alcove, Epona's in next, then Sun's Song, Song of Storms and Lullaby. Get Hearts in next room.

■ Return as young Link and crawl through first hole for a chest. Get Key, then switch to adult Link. Use locked door on 3F. Kill bats, get White Rupees and leave via the top door.



■ Play Lullaby on mark. Enter door. Smash Switch under crate. Go to next room. Reflect light onto sun then push statues clockwise so sun shines in the last room.

■ Go back and reflect light onto sun. Jump on platform and go down. Run in circles and kill band. Reflect light onto statue's face. Longshot onto cage and use boss door.



TWINROVA



■ Beat knight, then use door. Lock-on to witch. Deflect blast onto other witch if it's nearby by switching your lock-on.



■ When witches merge, lock-on and use Shield to deflect attacks back. Longshot over and attack. Repeat until dead.

INSIDE GANON'S CASTLE

ORANGE DOOR



■ Clear next room then shoot eye. Get knight to destroy brick pile in middle before killing it. Smash Switch and enter next room. Use Bombchu to hit Switch on ceiling. This will open the door.



■ Go through. Shoot fire arrow at web on ceiling in next area. Reflect light onto suns and symbol above door. Get Golden Gauntlets and Key before heading in. Shoot orb with light arrows.

GREEN DOOR



■ Longshot torch above door. Get Key. Bomb everything in next room and shoot eyes in fans. Stand on far-right platform with Iron Boots. Play Song of Time twice. Open door. Break orb with Light Arrow.



RED DOOR



■ Jump from moving platform onto right one, then over to the next platform. At the top do a back flip to get the White Rupee. Jump to moving platform, then bomb sentinel to the right.

■ Jump to this platform and pick up the block using Golden Gauntlets. Go back to moving platform and Longshot to middle. Get the third Rupee. Jump to left platform and get Rupee.



■ Pick up rock on nearest platform and throw Longshot to central platform. Jump to platform on right. Drop to get last Rupee and Longshot to door. Shoot the orb with a Light Arrow.

PURPLE DOOR



■ Shoot the bomb flower on right platform. Use chest to Longshot over. Equip Lens and jump to invisible moving platform. Use the Hover Boots to get the Rupee on the right.

■ Afterwards you'll get another Rupee below the sentinel. Light torch on platform then jump and kill the next two. Look at platform you came from and shoot eye to get Key.



■ Use Lens to spot invisible paths and take left one. Get White Rupee from under sentinel. Follow other invisible path and jump the gap to get last Rupee. Go through door and destroy orb.

YELLOW DOOR



■ Get rid of Boulder blocking yellow door. Clear room and go through. Play Lullaby in next room. Kill sentinel. Longshot target on ceiling.



■ Use the Lens in the room after and attack the Switch inside the right fire to open invisible barrier. Destroy the orb in the next room.

BLUE DOOR



■ Get all White Rupees you can. Push block near right door, then down into pit. Push second block so you can reach red ice. Get last Rupee. Use the door and break the orb.



■ Clear room. Get blue fire and use it reach next room. Fill two spare Bottles with blue fire. Push block and put blue fire on red ice. Leave room and re-enter.

SPOILER WARNING

GANONDORF



■ Smack Ganondorf's energy balls back at him. When he's stunned, shoot him with a Light Arrow then run over and hack away with your Sword.

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8 HIGHLY RECOMMENDED
7 GOOD
6 AVERAGE
5 COULD BE FLAWED

4 POOR
3 DIRE
2 DISASTROUS
1 A DISGRACE

ATV2



■ 1-2 Players ■ Issue 126
■ Memory / 27 Blocks

■ **Our Verdict** Bringing all of the mud and excitement of quad racing to GameCube, *ATV2* is all about getting dirty in Career, Freestyle and multiplayer modes. Talk about mud-flaps, this game's got 'em.

Price
£39.99

8

www.acclaimuk.com



BURNOUT 2: POINT OF IMPACT



■ 1-2 Players ■ Issue 129
■ Memory / 5 Blocks

■ **Our Verdict** *Burnout 2* gives you everything you want from a sequel – it's bigger, faster and more destructive. If it wasn't so short, it'd be the best driving game ever – as it is, it comes pretty damn close.

Price
£39.99

8

www.acclaimuk.com



BEACH SPIKERS



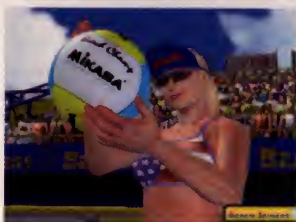
■ 1-4 Players ■ Issue 121
■ Memory / 3 Blocks

■ **Our Verdict** One of the finest multiplayer sports games to grace a GameCube, this beach volleyball game is easy to learn and stars lovely ladies in bikinis. One-player mode has its limitations, though.

Price
£39.99

8

www.sega.com



CONFLICT DESERT STORM



■ 1-4 Players ■ Issue 128
■ Memory / 8 Blocks

■ **Our Verdict** Recreate the 1990-91 Gulf War in your living room. You command a team of crack troops on a mission to spill as much blood as possible in this ultra-realistic war sim.

Price
£39.99

8

www.conflict.com



BLOODY ROAR EXTREME



■ 1-2 Players ■ Issue 116
■ Memory / 3 Blocks

■ **Our Verdict** Mutant fighters go one-on-one in this beat-'em-up. Choose from 16 fighters who have the power to morph into a lion, rabbit and even a bat. A tough fighter with great replay value.

Price
£39.99

8

www.activision.com



DEF JAM VENDETTA



■ 1-4 Players ■ Issue 129
■ Memory / 2 Blocks

■ **Our Verdict** Not content with being the best wrestling game on GameCube, *Def Jam* comes complete with bad-ass rappers and their hos. It's only let down by a lack of weapons and options.

Price
£39.99

8

www.easportsbig.com



BURNOUT



■ 1-2 Players ■ Issue 116
■ Memory / 4 Blocks

■ **Our Verdict** Acclaim's street racer is still a regular in the *NOM* office and with its mix of ramped-up arcade gameplay, pin-sharp graphics and incredible speed, you'll be burning out for months.

Price
£39.99

8

www.acclaimuk.com



DR. MUTO



■ 1 Player ■ Issue 127
■ Memory / 3 Blocks

■ **Our Verdict** Smarter and more polished than most platformers, *Dr. Muto* is one to grab if you've finished *Super Mario Sunshine* and *Rayman 3*. The morphing powers add variety and there's plenty of humour, too.

Price
£39.99

8

www.midway.com



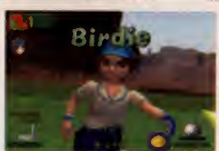
ACE GOLF



■ 1-4 Players ■ Issue 123 ■ Memory / 5 Blocks
■ Price £39.99 ■ www.eidosinteractive.co.uk

■ **Our Verdict** This may have all the hallmarks of a cute and cuddly game, but the golf action offers more than enough of a challenge to satisfy even die-hard golfing fanatics. Get swinging!

7



BOMBERMAN GENERATIONS



■ 1-4 Players ■ Issue 123 ■ Memory / 3 Blocks
■ Price £39.99 ■ www.vugames.com

■ **Our Verdict** The one-player adventure is slow paced and badly designed, but if you're a fan of the *Bomberman* series this instalment is worth picking up for the frantic multiplayer mode alone.

7



AGGRESSIVE INLINE



■ 1-2 Players ■ Issue 121 ■ Memory / 57 Blocks
■ Price £39.99 ■ www.acclaimuk.com

■ **Our Verdict** More extreme sports tomfoolery glides onto GameCube in this inline skating sim. It's worth a look for its original challenges and levels, but it nearly takes up a whole Memory Card 59!

7



CAPCOM VS. SNK 2 EO



■ 1-2 Players ■ Issue 120 ■ Memory / 2 Blocks
■ Price £39.99 ■ www.capcom.com

■ **Our Verdict** Those with fond memories of the golden days of 2D fighting will lap this up, but more fickle modern gamers may find a powerful yearning for a third dimension in which to kick ass.

7



BALDUR'S GATE: DARK ALLIANCE



■ 1-2 Players ■ Issue 128 ■ Memory / 30 Blocks
■ Price £39.99 ■ www.vugames.com

■ **Our Verdict** Despite having an expansive quest, plenty of spells, loads of enemies and a great two-player mode, *Baldur's Gate* loses a mark for its shoddy frame-rate and dumbed-down gameplay.

7



DIE HARD VENDETTA



■ 1 Player ■ Issue 123 ■ Memory / 6 Blocks
■ Price £39.99 ■ www.foxinteractive.com

■ **Our Verdict** This is a clever blend of action and stealth with an involving story line. But the lack of a multiplayer option is annoying and the bad language and violence mean it's not one for kids.

7





EGGO MANIA



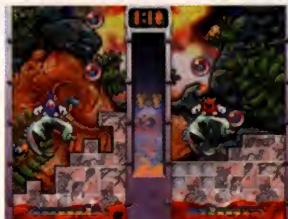
■ 1-2 Players ■ Issue 121
■ Memory / 3 Blocks

■ **Our Verdict** Kind of like *Tetris* in reverse, this block-building game relies on addictive puzzle action as you try and beat your egg buddy to the rescue ship at the top of the screen. A good price, too.

Price
£29.99



www.kemco-europe.com



GODZILLA DAMM



■ 1-4 Players ■ Issue 125
■ Memory / 2 Blocks

■ **Our Verdict** One of the best beat-'em-ups on GameCube, *Godzilla* is packed to the irradiated gills with behemoth B-Movie violence and features all your favourites from the movie series.

Price
£39.99



www.godzilladamm.com



ETERNAL DARKNESS: SANITY'S REQUIEM



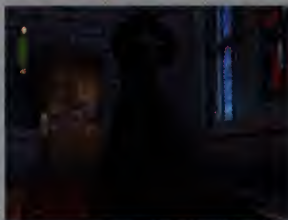
■ 1 Player ■ Issue 122
■ Memory / 8 Blocks

■ **Our Verdict** A truly unique and original game with a great script, cut-scenes and the innovative Sanity system, *Eternal Darkness* will leave you spooked, stumped and speechless.

Price
£44.99



www.nintendo.co.uk



IKARUGA



■ 1-2 Players ■ Issue 128
■ Memory / 4 Blocks

■ **Our Verdict** An old-skool blaster with 21st Century polish, *Ikaruga* is all about dishing out hot-plasma. You'll need split-second reactions to progress, but dedicated players will flock to this. A real skills tester.

Price
£39.99



www.ikaruga-atari.net



EXTREME G-3



■ 1-4 Players ■ Issue 117
■ Memory / 3 Blocks

■ **Our Verdict** Putting the series back on track, the third instalment has a wicked turn of speed and some mental tracks. With no slowdown in multiplayer, speed freaks would be wise to take a look.

Price
£39.99



www.acclaimuk.com



ISS 2



■ 1-4 Players ■ Issue 116
■ Memory / 5 Blocks

■ **Our Verdict** Once a firm football favourite at *NOM*, *ISS 2* is dead easy to pick up and looks better than ever. Shooting is very sensitive and you'll have to build up your play to get an opening.

Price
£39.99



www.konami-europe.com



FIFA 2003



■ 1-4 Players ■ Issue 122
■ Memory / 52 Blocks

■ **Our Verdict** After the awful 2002 *FIFA World Cup*, we were expecting the worst, but *FIFA 2003* is anything but relegation material. Great graphics and playability make this the best footie game on GameCube.

Price
£39.99



www.uk.ea.com



JAMES BOND 007 NIGHTFIRE



■ 1-4 Players ■ Issue 124
■ Memory / 2 Blocks

■ **Our Verdict** James Bond's second GameCube outing is rip-roaring stuff and only misses out on a TNT Must Buy award due to a disappointing multiplayer option and a lack of *Bond* humour.

Price
£44.99



www.uk.ea.com



F1 2002



■ 1-4 Players ■ Issue 123 ■ Memory / 5 Blocks
■ Price £39.99 ■ www.uk.ea.com

■ **Our Verdict** Coulthard and Co. bring the F1 world to life, giving race fans an authentic-looking game. Those less patient will hate the load times and cars that tend to spin and get damaged far too easily.



JAMES BOND 007 IN... AGENT UNDER FIRE



■ 1-4 Players ■ Issue 118 ■ Memory / 3 Blocks
■ Price £44.99 ■ www.uk.ea.com

■ **Our Verdict** It's not quite as classy as *GoldenEye 007* and it doesn't offer much challenge to veterans, but it stays true to the *Bond* name and the mix of driving and shooting makes it well worth a look.



FREESTYLE



■ 1-4 Players ■ Issue 121 ■ Memory / 2 Blocks
■ Price £39.99 ■ www.uk.ea.com

■ **Our Verdict** From the studio behind *SSX Tricky* comes this dirt bike trick fest. There's a huge array of bikes and riders, and the track designs make this exceptional, but it's also a very unforgiving ride.



LOTR: THE TWO TOWERS



■ 1 Player ■ Issue 127 ■ Memory / 4 Blocks
■ Price £39.99 ■ www.uk.ea.com

■ **Our Verdict** Mixing hack-'em-up hokum with movie polish, EA has brought the first two films to life with stunning FMV and massive rucks – but it's too linear, too short and too hard on your thumbs.



HARRY POTTER AND THE CHAMBER OF SECRETS



■ 1 Player ■ Issue 124 ■ Memory / 4 Blocks
■ Price £44.99 ■ www.harrypotter.ea.com

■ **Our Verdict** If you're in love with all things *Potter*, *The Chamber of Secrets* will have you spellbound – for a while. Harry's second adventure also has some of the finest visuals on GameCube.



LOST KINGDOMS



■ 1-2 Players ■ Issue 119 ■ Memory / 2 Blocks
■ Price £39.99 ■ www.activision.com

■ **Our Verdict** Formally known as *Rune* in Japan, this exclusive GameCube RPG will leave you obsessively collecting cards for some great monster battles. Worth a look, but *Lost Kingdoms II* is better.





TNT: GOLD - 10/10
Gaming perfection



TNT: MUST BUY - 9/10
Almost perfect

8 HIGHLY RECOMMENDED
7 GOOD
6 AVERAGE
5 COULD BE FLAWED

4 POOR
3 DIRE
2 DISASTROUS
1 A DISGRACE

THE LEGEND OF ZELDA: THE WIND WAKER



■ 1 Player ■ Issue 128
■ Memory / 12 Blocks

Our Verdict The best reason to own a GameCube, *The Wind Waker* has it all: an absorbing quest, fun mini-games and it looks and sounds like nothing that's gone before. A bona fide classic.

Price
£39.99

10

www.nintendo.co.uk



MARIO PARTY 4



■ 1-4 Players ■ Issue 123
■ Memory / 2 Blocks

Our Verdict All your favourite Nintendo characters put in an appearance in this wacky and competitive title, making *Mario Party 4* one of the most appealing titles on GameCube.

Price
£39.99

8

www.nintendo.co.uk



LOST KINGDOMS II



■ 1-2 Players ■ Issue 129
■ Memory / 3 Blocks

Our Verdict Combining the best bits of *Pokémon* and *Yu-Gi-Oh!* with fantasy RPGs, *Lost Kingdoms II* is a heady brew that may be too much for the uninitiated. To devotees, however, it's nectar.

Price
£39.99

8

www.activision.co.uk



MAT HOFFMAN'S PRO BMX 2



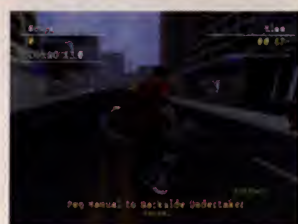
■ 1-8 Players ■ Issue 123
■ Memory / 18 Blocks

Our Verdict *Pro BMX 2* is a solid title and well worth the purchase, but it's neither as polished, nor as innovative as *Tony Hawk's Pro Skater 4*. Extreme sports fans will like it, but not as much as *Tony*.

Price
£39.99

8

www.activision02.com



LUIGI'S MANSION



■ 1 Player ■ Issue 116
■ Memory / 3 Blocks

Our Verdict Mario's younger, lankier brother steals the limelight in a game that shows you exactly what GameCube can do. Catch ghosts and save Mazza in a classic that's a little too short for some.

Price
£19.99

8

www.nintendo.co.uk



MEDAL OF HONOR FRONTLINE



■ 1-4 Players ■ Issue 123
■ Memory / 4 Blocks

Our Verdict An excellent and atmospheric attempt at bringing the horror of WWII to GameCube, *Medal of Honor Frontline* is only let down by its hit-and-miss aiming, which might frustrate you at times.

Price
£44.99

8

www.uk.ea.com



MADDEN NFL 2003



■ 1-2 Players ■ Issue 121
■ Memory / 59 Blocks

Our Verdict American football won't suit everyone, but if you're a fan this is one of the best *Madden* titles in ages. Exciting mini-games and a 30-season Franchise mode make it Superbowl material.

Price
£39.99

8

www.uk.ea.com



METROID PRIME



■ 1 Player ■ Issue 127
■ Memory / 1 Block

Our Verdict Samus rolls onto GameCube and into one of the finest games of all time. Oozing class right from the outset, the quality doesn't drop one iota and it'll take you at least 40 hours to finish. Real class.

Price
£39.99

10

www.nintendo.co.uk



NBA 2K3



■ 1-4 Players ■ Issue 127 ■ Memory / 52 Blocks
■ Price £39.99 ■ www.sega.com

Our Verdict *NBA 2K3* features great graphics, presentation and a full roster of teams and modes, but it's not as playable as *NBA Courtside* and you'll plod along while the opposition run rings around you.

7



NHL HITZ 20-03



■ 1-4 Players ■ Issue 122 ■ Memory / 8 Blocks
■ Price £39.99 ■ www.midway.com

Our Verdict Emerging just six months after its predecessor, *NHL Hitz 20-03* is not much more than a solid evolution of *NHL Hitz 20-02*. Don't expect much more than a fun-for-a-while arcade game.

7



NFL 2K3



■ 1-4 Players ■ Issue 127 ■ Memory / 56 Blocks
■ Price £39.99 ■ www.sega.com

Our Verdict Despite lacking the tutorials, depth and mini-games of *Madden*, this is a solid title with great presentation, detail and bone-jarring action. However, new comers may find it daunting.

7



OUTLAW GOLF



■ 1-4 Players ■ Issue 128 ■ Memory / 5 Blocks
■ Price £39.99 ■ www.tdk-mediactive.com

Our Verdict It's not as classy as *Tiger Woods*, but *Outlaw Golf* has a trick up its sleeve, kicking the usual stuffiness out of the sport and replacing it with half-naked vixens and the chance to duff up your caddie.

7



NHL 2K3



■ 1-2 Players ■ Issue 128 ■ Memory / 104 Blocks
■ Price £39.99 ■ www.sega.com

Our Verdict Sega's highly polished bandwagon rolls on, providing the usual high-class presentation and detail. But as usual, it's lacking that certain something reserved for truly great sports games.

7



PAC-MAN WORLD 2



■ 1 Player ■ Issue 126 ■ Memory / 16 Blocks
■ Price £39.99 ■ www.pacmanworld2.com

Our Verdict Simple games are sometimes the best and *Pac-Man World 2* proves this with a basic-but-addictive challenge. You'll be driven to get a 100 per cent rating and unlock classic *Pac-Man* games.

7





MORTAL KOMBAT: DEADLY ALLIANCE



■ 1-2 Players ■ Issue 125
■ Memory / 1 Block

■ **Our Verdict** *Mortal Kombat* is back to its bloody best in this gruesome gore-fest. New fighters and moves, slick graphics and over 600 secrets to unlock make this a dream for MK fans.

Price
£39.99

B

www.midway.com



PIKMIN



■ 1 Player ■ Issue 118
■ Memory / 4 Blocks

■ **Our Verdict** Shigeru Miyamoto has done it again with a puzzle-solving strategy game featuring cuddly Pikmin. Totally mad, but a gem to play. *Pikmin* misses a top score as it's just too short.

Price
£19.99

B

www.nintendo.co.uk



NBA COURTSIDE 2002



■ 1-4 Players ■ Issue 117
■ Memory / 7 Blocks

■ **Our Verdict** It may not be every GameCube owner's sport of choice, but this basketball sim features incredible A.I. and a mint passing system. It's just a shame that only fans of the sport need apply.

Price
£39.99

B

www.nintendo.co.uk



RAYMAN 3: HOODLUM HAVOC



■ 1-4 Players (with GBA) ■ Issue 126
■ Memory / 8 Blocks

■ **Our Verdict** France's top platform-hopping hero makes his GameCube debut in an adventure that's fun and freaky. With top-class graphics and sound, and innovative GBA connectivity this is essential.

Price
£39.99

S

www.rayman3.com/uk



NBA STREET VOL. 2



■ 1-4 Players ■ Issue 129
■ Memory / 7 Blocks

■ **Our Verdict** If arcade-style hoop-shooting thrills are what you're after, look no further than *NBA Street Vol. 2*. The ability to play a one-two off your opponent's face is what multiplayer was made for.

Price
£39.99

B

www.uk.ea.com



RED CARD



■ 1-2 Players ■ Issue 119
■ Memory / 12 Blocks

■ **Our Verdict** Just what *NHL Hitz* is to ice hockey, *Red Card* is to football. Crunching tackles and fast-flowing action make this a change to the usual realism of *FIFA* and *ISS 2*. Great two-player mode, too.

Price
£39.99

B

www.midway.com



PHANTASY STAR ONLINE EPISODE I&II



■ 1-4 Players ■ Issue 127
■ Memory / 28 Blocks

■ **Our Verdict** The single-player and split-screen games are limited, but the online quest is a dream – if you can afford it. There's a real sense of community as you join in the quest with worldwide gamers.

Price
£39.99

B

www.sega.com



RED FACTION II



■ 1-4 Players ■ Issue 129
■ Memory / 7 Blocks

■ **Our Verdict** With tons of destructible scenery and a compelling story line, *Red Faction II* is a top tip for FPS fans, but it's not quite in same league as *Metroid Prime* or *TimeSplitters 2*.

Price
£39.99

B

www.redfaction2.com



RALLY CHAMPIONSHIP



■ 1-4 Players ■ Issue 126 ■ Memory / 6 Blocks
■ Price £29.99 ■ www.sci.co.uk

■ **Our Verdict** With an emphasis on simulation, this was never going to be an easy ride, but stick with it and you'll be in for a thrilling drive. The bargain price is great, but this is one for serious race fans only.

T



RESIDENT EVIL 3: NEMESIS



■ 1 Player ■ Issue 129 ■ Memory / 1 Block
■ Price £29.99 ■ www.sci.co.uk

■ **Our Verdict** One of the best chapters in the *Resi* saga now looks very dated, but the adventure is still tense and the Nemesis will have you fishing out fresh underpants for weeks.

T



SPIDER-MAN



■ 1 Player ■ Issue 118 ■ Memory / 2 Blocks
■ Price £39.99 ■ www.activision.com

■ **Our Verdict** The awesome film turns out to be a less-than-awesome game thanks to iffy controls and poor camera angles that make it difficult to play. Still, there's a variety of levels and some top bosses.

T



SPYHUNTER



■ 1-4 Players ■ Issue 117 ■ Memory / 2 Blocks
■ Price £39.99 ■ www.midway.com

■ **Our Verdict** The name may be 20 years old, but this fast-paced blaster is still fun. Graphically, it would have looked at home on the N64, but the weapons are superb and the two-player is a cracker.

T



THE SIMS



■ 1 Player ■ Issue 129 ■ Memory / 1 Block
■ Price £39.99 ■ www.thesims.com

■ **Our Verdict** If you don't have enough real-life problems to deal with every day, *The Sims* will fill that void in its own unique way as you look for a job, a partner and toilet before you make a mess.

T



SSX TRICKY



■ 1-2 Players ■ Issue 118 ■ Memory / 5 Blocks
■ Price £39.99 ■ www.uk.ea.com

■ **Our Verdict** EA BIG gets its first taste of GameCube in a massive snowboard sim that's full of mad tricks. But it does suffer slowdown at busy times and later courses are too cluttered.

T





TNT: GOLD - 10/10
Gaming perfection



TNT: MUST BUY - 9/10
Almost perfect

8 HIGHLY RECOMMENDED
7 GOOD
6 AVERAGE
5 COULD BE FLAWED

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3 DIRE
2 DISASTROUS
1 A DISGRACE

RESIDENT EVIL



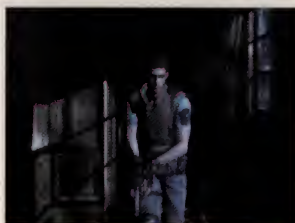
■ 1 Player ■ Issue 120
■ Memory / 8 Blocks

■ **Our Verdict** Amazing to look at and packed with skin-crawling scares to make grown-ups scream and wet themselves. *Resident Evil* is one of the top horror games to buy for your GameCube.

Price
£44.99

8

www.capcom.com



SKIES OF ARCADIA LEGENDS



■ 1 Player ■ Issue 129
■ Memory / 3 Blocks

■ **Our Verdict** Turn-based RPG fans finally have something to shout about on GameCube with the arrival of this awesome adventure. It's a great story, lasting over 70 hours, but if you're not a fan, steer clear.

Price
£39.99

8

www.sega.com



RESIDENT EVIL ZERO



■ 1 Player ■ Issue 126
■ Memory / 9 Blocks

■ **Our Verdict** A spine-chilling visual treat, *Zero* has all the ingredients of a top survival horror game, but it's let down by that clunky control system. However, *Resi* fans will still love it to bits.

Price
£39.99

8

www.capcom.com



SMUGGLER'S RUN: WARZONES



■ 1-4 Players ■ Issue 122
■ Memory / 6 Blocks

■ **Our Verdict** There's nothing else like *Smuggler's Run: Warzones* on GameCube, and while the one-player mode might be a little slow and repetitive, the multiplayer game is a total riot.

Price
£39.99

8

www.rockstargames.com



ROCKY



■ 1-16 Players ■ Issue 123
■ Memory / 2 Blocks

■ **Our Verdict** *Rocky* is the boxing game on GameCube. Guide droopy-eyed Sly through the epic punch-ups featured in the five movies, fighting Apollo Creed, Clubber Lang and Ivan Drago along the way.

Price
£39.99

8

www.rockythegame.com



SONIC MEGA COLLECTION



■ 1-2 Players ■ Issue 127
■ Memory / 2 Blocks

■ **Our Verdict** Retro-heads and small-mammal fans rejoice – Sonic's greatest 16-bit adventures are here. The games are still fun, but a couple of bad apples stop this from being a Must Buy title.

Price
£39.99

8

www.sega.com



SEGA SOCCER SLAM



■ 1-4 Players ■ Issue 122
■ Memory / 5 Blocks

■ **Our Verdict** They call it soccer, we call it football, but *Sega Soccer Slam* is something completely new. And that makes it a breath of fresh air, with an emphasis on gruesome tackles and mate-bashing fun.

Price
£39.99

8

www.sega.com



STAR FOX ADVENTURES



■ 1 Player ■ Issue 123
■ Memory / 3 Blocks

■ **Our Verdict** He took his time, but now Fox is back and fighting evil on Dinosaur Planet, sweeping you along with his beautiful and mesmerising quest. The only trouble is it's not long enough.

Price
£44.99

8

www.nintendo.co.uk



STAR WARS BOUNTY HUNTER



■ 1 Player ■ Issue 125 ■ Memory / 2 Blocks
■ Price £39.99 ■ www.lucasarts.com

■ **Our Verdict** Yet another *Star Wars* title hits GameCube, this time following the galaxy's greatest bounty hunter, *Episode II*'s Jango Fett. This game is full of jetpack fun and gun-toting action.

7



VEXX



■ 1 Player ■ Issue 126 ■ Memory / 2 Blocks
■ Price £39.99 ■ www.vexxthegame.com

■ **Our Verdict** On a mission of vengeance, Vexx must use his head as well as his gauntlets to get by in this above-average platform romp. It's just a shame that the appalling camera spoils the fun.

7



STAR WARS THE CLONE WARS



■ 1-4 Players ■ Issue 123 ■ Memory / 3 Blocks
■ Price £39.99 ■ www.lucasarts.com

■ **Our Verdict** What first appears to be a mindless blaster, soon turns into an absorbing shooter with bonus objectives and lasting appeal – basically a slightly inferior version of *Rogue Squadron II*.

7



WORMS BLAST



■ 1-2 Players ■ Issue 117 ■ Memory / 3 Blocks
■ Price £39.99 ■ www.team17.com

■ **Our Verdict** Those crazy Worms star in a brain-mashing puzzler that's easy on the eye, but a beast to perfect. Taking the best from games like *Bust-A-Move*, 60 puzzles await and the later ones are nasty.

7



SUMMONER: A GODDESS REBORN



■ 1 Player ■ Issue 127 ■ Memory / 19 Blocks
■ Price £39.99 ■ www.thq.com

■ **Our Verdict** With over 30 hours of absorbing gameplay, *Summoner* should satisfy all you RPG fans for a bit. But dull combat and bland locations mean that it'll never be a swords and sorcery classic.

7



ZOOCUBE



■ 1-4 Players ■ Issue 120 ■ Memory / 2 Blocks
■ Price £39.99 ■ www.acclaimuk.com

■ **Our Verdict** At just under £40 there isn't enough variety at this price and it would have looked at home on the N64. Saying that, *ZooCube*'s simple enough to pick up and it isn't just another sequel.

7





STAR WARS JEDI KNIGHT II: JEDI OUTCAST



■ 1-2 Players ■ Issue 123
■ Memory / 3 Blocks

Our Verdict Battle your way from one side of the galaxy to the other, solving puzzles, blasting Imperial scum and using mind-tricking, throat-crushing Force powers along the way. Great stuff!

Price
£39.99

B

www.lucasarts.com



TIGER WOODS PGA TOUR 2003



■ 1-4 Players ■ Issue 124
■ Memory / 32 Blocks

Our Verdict The best golf game on GameCube, this misses out on greatness due to the lack of a comprehensive Tour mode. But the graphics are stunning and the control system is top-class.

Price
£39.99

B

www.uk.ea.com



STAR WARS ROGUE LEADER: ROGUE SQUADRON II



■ 1 Player ■ Issue 116
■ Memory / 3 Blocks

Our Verdict Video games rarely come close to recreating the magic of the original *Star Wars* trilogy, but this stunning title comes very close – and just remember it's only playable on Nintendo GameCube.

Price
£44.99

S

www.lucasarts.com



TIMESPLITTERS 2



■ 1-4 Players ■ Issue 122
■ Memory / 2 Blocks

Our Verdict Travel through time and space, righting the wrongs perpetrated by those pesky TimeSplitters in this top First Person Shooter. The multiplayer is right up there with *GoldenEye 007*.

Price
£39.99

S

www.eidosinteractive.co.uk



SUPER MARIO SUNSHINE



■ 1 Player ■ Issue 121
■ Memory / 7 Blocks

Our Verdict One of video games' greatest icons returns in Shigeru Miyamoto's masterpiece. Lead Mario across Isle Delfino, clearing up the island's graffiti with his FLUDD contraption.

Price
£39.99

S

www.nintendo.co.uk



TOM CLANCY'S SPLINTER CELL



■ 1 Players ■ Issue 129
■ Memory / 17 Blocks

Our Verdict The ultimate stealth experience on GameCube. *Splinter Cell* is packed with features and makes great use of the GBA link-up feature. Tell all your mates about it, but do it real quiet like...

Price
£39.99

S

www.splintercell.com/uk



SUPER MONKEY BALL



■ 1-4 Players ■ Issue 116
■ Memory / 3 Blocks

Our Verdict Highly original and packed with arcade fun. Sega's monkeys are a blast. Simple to play and nectar in multiplayer, you'll be at it for ages. And you'll need the skills of a ninja on the later levels.

Price
£39.99

S

www.sega.com



TONY HAWK'S PRO SKATER 3



■ 1-2 Players ■ Issue 116
■ Memory / 6-8 Blocks

Our Verdict The first GameCube *Tony Hawk* game is a totally awesome extreme sports titles that's addictive and very hard to master. It'll keep you coming back for just one more go.

Price
£39.99

B

www.activision02.com



SUPER MONKEY BALL 2



■ 1-4 Players ■ Issue 126
■ Memory / 2 Blocks

Our Verdict Get set for more monkey magic in that rarest of all titles, a sequel that comes close to the original. Despite some levels that are based more on luck than judgement. *SMB 2* is still fur-bulous.

Price
£39.99

B

www.sega.com



TONY HAWK'S PRO SKATER 4



■ 1-2 Players ■ Issue 123
■ Memory / 7 Blocks

Our Verdict *Tony 4* takes all that's great about the series and adds more freedom, tricks and fun. With so many challenges and mini-games you'll still be playing this when *Tony 5* turns up.

Price
£39.99

S

www.activision02.com



SUPER SMASH BROS. MELEE



■ 1-4 Players ■ Issue 117
■ Memory / 3 Blocks

Our Verdict The sequel to the N64 best seller, this fighter sees you battling an all-star cast from classic Nintendo games across some great locations including *F-Zero's* Mute City and *Zelda's* Termina. Superb!

Price
£39.99

B

www.nintendo.co.uk



WAVE RACE BLUE STORM



■ 1-4 Players ■ Issue 118
■ Memory / 12 Blocks

Our Verdict No other title has water effects like those in *Blue Storm* and with highly tuned computer A.I., the single-player mode is very tough to beat. Give it a go, you won't be disappointed.

Price
£39.99

B

www.nintendo.co.uk





TNT: GOLD - 10/10
Gaming perfection



TNT: MUST BUY - 9/10
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7 GOOD
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5 COULD BE FLAWED

4 POOR
3 DIRE
2 DISASTROUS
1 A DISGRACE

TNT WANNABEES

THEY ALL WANTED TO BE TOP NINTENDO TITLES, BUT DIDN'T QUITE MAKE IT. WEEP FOR THEIR PAIN.

Driving/Racing

- 18 Wheeler (10/10)
- Cel Damage (10/10)
- Crazy Taxi (10/10)



- Dakar 2 (10/10)
- Driven (10/10)
- Hot Wheels Velocity X (10/10)
- Micro Machines (10/10)
- Need For Speed: Hot Pursuit 2 (10/10)
- Pro Rally (10/10)
- The Simpsons Road Rage (10/10)
- Wreckless: The Yakuza Missions (10/10)
- WWE Crush Hour (10/10)

Sports

- 2002 FIFA World Cup (10/10)
- Big Air Freestyle (10/10)
- BMX XXX (10/10)
- Dave Mirra Freestyle BMX 2 (10/10)
- Dark Summit (10/10)
- Disney Sports Basketball (10/10)
- Disney Sports Football (10/10)
- Disney Sports Skateboarding (10/10)
- ESPN International Winter Sports 2002 (10/10)
- Evolution Skateboarding (10/10)
- Evolution Snowboarding (10/10)
- ISS 3 (10/10)
- Jeremy McGrath Supercross World (10/10)
- Kelly Slater's Pro Surfer (10/10)
- Knockout Kings 2003 (10/10)
- Legends of Wrestling (10/10)
- Legends of Wrestling II (10/10)
- MX Superfly (10/10)
- NBA Live 2003 (10/10)
- NHL Hitz 20-02 (10/10)
- NHL 2003 (10/10)
- Pro Tennis WTA Tour (10/10)
- Rocket Power Beach Bandits (10/10)
- Top Angler Real Bass Fishing (10/10)
- Virtua Striker 3 Ver. 2002 (10/10)
- WWE Wrestlemania X8 (10/10)



Beat-'em-ups

- Barbarian (10/10)
- UFC Throwdown (10/10)
- X-Men Next Dimension (10/10)

Action adventure

- Batman Dark Tomorrow (10/10)
- Batman Vengeance (10/10)
- Blood Omen 2 (10/10)
- Casper: Spirit Dimensions (10/10)
- Disney's Magical Mirror With Mickey Mouse (10/10)
- Doshin The Giant (10/10)
- Gauntlet Dark Legacy (10/10)
- Ghost Recon (10/10)
- Men in Black II: Alien Escape (10/10)
- Minority Report (10/10)
- Mystic Heroes (10/10)
- Reign of Fire (10/10)
- Resident Evil 2 (10/10)
- Robotech Battlecry (10/10)
- Scooby-Doo! Night of 100 Frights (10/10)
- Superman: Shadow of Apokolips (10/10)
- Universal Studios Theme Parks Adventure (10/10)
- X-Men 2: Wolverine's Revenge (10/10)

Platformers

- Castleween (10/10)
- Crash Bandicoot (10/10)
- Disney's Tarzan Freeride (10/10)
- Donald Duck Quack Attack (10/10)
- Frogger Beyond (10/10)
- Shrek: Extra Large (10/10)
- Sonic Adventure 2 Battle (10/10)
- Spyro: Enter the Dragonfly (10/10)
- Taz Wanted (10/10)
- Ty The Tasmanian Tiger (10/10)



Shoot-'em-ups

- Defender (10/10)
- Fireblade (10/10)
- Top Gun Combat Zones (10/10)
- Turok Evolution (10/10)

Party games

- Sweet 16 Licensed to Drive (10/10)
- Monsters, Inc. Scream Arena (10/10)

Puzzle games

- Super Bubble Pop (10/10)
- Tetris Worlds (10/10)

GBA GEMS

YOU WANTED A BIGGER GBA SECTION IN YOUR TNT GUIDE, SO HERE IT IS, ALL FRESH AND NEW AND EAGER TO PLEASE.

ADVANCE WARS



■ 1 Player ■ Issue 110



Price £29.99

9

■ **Our Verdict** The best strategy game for GBA and probably the cutest of all time, *Advance Wars* shines with Nintendo magic from the moment you turn it on. And it's so addictive you'll be up all night.

www.nintendo.co.uk



CRASH BANDICOOT XS



■ 1 Player ■ Issue 116



Price £29.99

9

■ **Our Verdict** Easy to pick up and impossible to put down, Sony's answer to Sonic the Hedgehog is like having all your birthdays at once. Pure platforming power on your handheld.

www.vugames.com



DUKE NUKEM ADVANCE



■ 1-4 Players ■ Issue 122



Price £29.99

9

■ **Our Verdict** *Duke Nukem Advance* is without a doubt the best First Person Shooter on GBA. How can we be so sure? Well, it looks great, plays better and has a manual aim to die for. Killer!

www.take2games.co.uk



ECKS VS SEVER



■ 1-4 Players ■ Issue 111



Price £29.99

9

■ **Our Verdict** A truly excellent First Person Shooter with some high-quality touches and link-up play from heaven, *Ecks vs Sever* should be near the top of any GBA owner's list must-have list.

www.bam4fun.com



ESPN INTERNATIONAL WINTER SPORTS



■ 1-4 Players ■ Issue 113

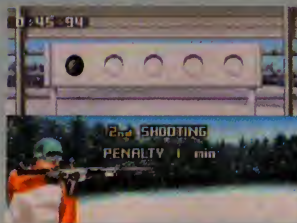


Price £29.99

9

■ **Our Verdict** A truly world-class sports game that'll keep you coming back time and time again to break your own records and beat every single challenges this monster has to offer.

www.konami.co.uk





GOLDEN SUN



■ 1-2 Players ■ Issue 114

Our Verdict This is an RPG of such epic proportions and addictive gameplay that you'll almost certainly need to have your GBA physically removed from your hands before bed/work/the grave.



Price £29.99



www.nintendo.co.uk



SUPER MARIO WORLD: SUPER MARIO ADVANCE 2



■ 1-4 Players ■ Issue 115

Our Verdict It's been years and years since this classic Nintendo platformer was released on the Super NES, but now it's here to enjoy on GBA. You can link-up for Mario Bros. battles, too.



Price £29.99



www.nintendo.co.uk



KONAMI KRAZY RACERS



■ 1-4 Players ■ Issue 106

Our Verdict It's not quite Mario Kart, but you could do a lot worse that give this top-class cartoon racer a spin. The presentation is great and the racing action is right up there with the best of them.



Price £29.99



www.konami.co.uk



SUPER MONKEY BALL JR.



■ 1-4 Players ■ Issue 127

Our Verdict It's obviously not a GameCube-perfect port, but still manages to be an awesome achievement for the tiny GBA. Just like its big brother, *SMB Jr.* plays superbly and furry oozes fun.



Price £29.99



www.infogrames.co.uk



THE LEGEND OF ZELDA: A LINK TO THE PAST



■ 1-4 Players ■ Issue 127

Our Verdict The massive Super NES classic is brought back to life for a whole new generation of gamers to enjoy. And with the multiplayer *Four Swords* too, this will rock your world.



Price £29.99



www.nintendo.co.uk



SUPER STREETFIGHTER II TURBO REVIVAL



■ 1-4 Players ■ Issue 111

Our Verdict Sticking to the maxim of 'if it ain't broke, don't fix it', this brings a classic arcade beat-'em-up to the small screen perfectly. And it's as fantastic in multiplayer as always.



Price £29.99



www.ubisoft.co.uk



MARIO KART SUPER CIRCUIT



■ 1-4 Players ■ Issue 109

Our Verdict Retaining all the fun and excitement of previous Mario Kart outings, *Super Circuit* is a racing classic. But, as always, it's the multiplayer mode that makes this gaming gold.



Price £29.99



www.nintendo.co.uk



TONY HAWK'S PRO SKATER 4



■ 1 Player ■ Issue 123

Our Verdict The skate park papa returns with a dazzling array of courses, tricks and gorgeous animation. A classic sports sim from the series that just keeps on getting better with age.



Price £29.99



www.activision.co.uk



METROID FUSION



■ 1 Player ■ Issue 124

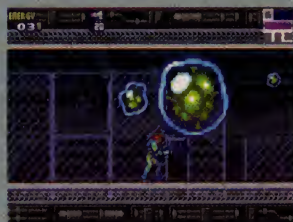
Our Verdict One of Nintendo's greatest characters makes her GBA debut in style. Samus' adventure shows you just how good a 2D game can be – it'll have you hooked for weeks.



Price £29.99



www.nintendo.co.uk



V-RALLY 3



■ 1-4 Players ■ Issue 118

Our Verdict Perhaps the ultimate in GBA driving games, *V-Rally 3* features pin-sharp visuals and ultra-tight controls, making it a classic slice of rally action all the way to the finish line.



Price £29.99



www.infogrames.co.uk



SONIC ADVANCE



■ 1-2 Players ■ Issue 115

Our Verdict Sonic's Nintendo debut is platforming action at its best and with four playable characters and cool multiplayer options, there's plenty on offer here for Sonic fans and everyone else.



Price £29.99



www.infogrames.co.uk



YOSHI'S ISLAND: SUPER MARIO ADVANCE 3



■ 1 Players ■ Issue 123

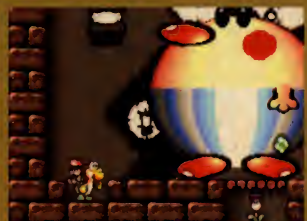
Our Verdict One of, if not the best platformer of all time is here to enjoy on GBA. A huge, highly original, must-have game that you won't be able to stop playing. Sell your mum for it, quick!



Price £29.99



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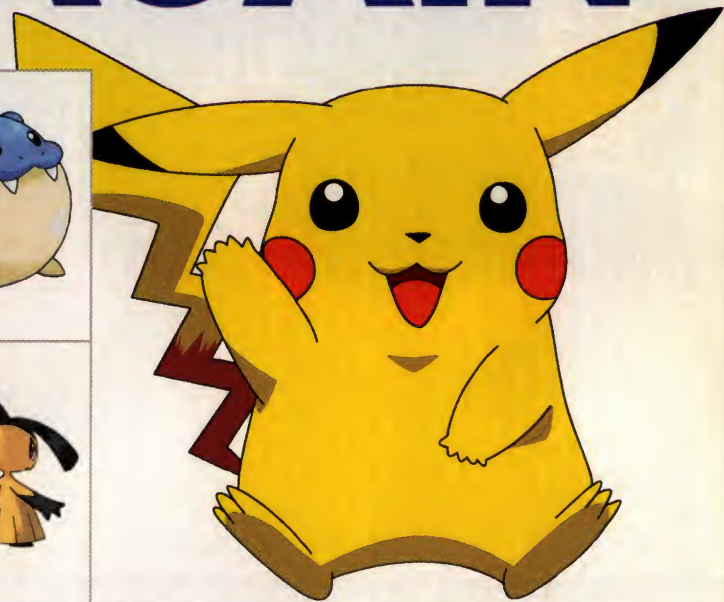
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MARIO KART 64

■ Release 1997 ■ By Nintendo

After the phenomenal success of *Mario Kart* on the Super NES, fans could hardly wait to get their teeth into the sequel, *Mario Kart 64*, for N64.

To the delight of hardcore fans, many of the options were the same: race in a choice of 50cc, 100cc and 150cc karts in four separate Cups against seven computer opponents. As well as all the usual items, *MK 64* saw the debut of the three-shell items, bunched bananas and the awesome Blue Shell, which you used to pound the other racers and take the trophy, awarded by a floating fish.

Even though the tame computer A.I. meant that some viewed the single-player mode as a bit dull, everyone loved the multiplayer mode. With up to four players racing around any of the courses, or battling it out in a huge 3D arena, *Mario Kart 64* is one of the most entertaining multiplayer games of all time.

Six years later, we're gawping at the luscious shots of *Mario Kart Double Dash*, but no matter how cool they may look, we'll never forget this rockin' racer on N64.

5 THINGS YOU MAY NOT KNOW

01 The Guinness Book of Records once showed an early shot of *Mario Kart 64* that featured Kamek in the game!

02 It was possible to lap Mario Stadium in under 20 seconds using special shortcuts.

03 Detour off the track in Royal Raceway and you could find the Princess' castle and garden, straight from *Super Mario 64*.

04 It was rumoured that there was a secret course hidden away, called Candyland.

05 Candyland was, in fact, going to be a Battle course, but was removed and replaced with the Skyscraper stage.

KOOPA TROOPA BEACH



» We just hear the music and memories come flooding back of all the glorious lunch times we spent on Koopa Beach.



» This course gives experienced players a choice of shortcuts. The first is to cut this bend by going through the water.



» But true experts would ignore that – continuing along the normal course will bring you to this far tougher shortcut.



» You needed to fly up the ramp and through the tunnel in the rock, which brought you out on the other side.

3+

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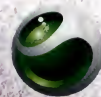
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